



HUBRIS

TWILIGHT OF THE HELLENISTIC WORLD, 220-165 BCE



RULES OF PLAY



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1. INTRODUCTION

"Can anyone be so indifferent or indolent as not to care to know by what means, and under what kind of polity, almost the whole inhabited world was conquered and brought under the dominion of the single city of Rome, and that, too, within a period of not quite fifty-three years?"

Polybius (Histories, Book I.1)

In 323 BCE, King Alexandros III of Macedon, better known as Alexander the Great, died in Babylon, leaving behind the greatest empire mankind had ever known but no adult heir. During a vicious struggle spanning 44 years, his talented lieutenants fought to secure for themselves this empire, or at least the largest possible share of it. In 279 BCE, when the dust settled and Seleukos (I) Nikator, the last of Alexander's lieutenants, was lying assassinated on the road to Macedon, three major powers were left: in Egypt, the Ptolemies, descendants of Ptolemaios (I) Soter, in Syria and Babylonia, the Seleucids, heirs of Seleukos, and in Macedon, where the last members of Alexander's family had long fallen victims to the power struggle, the Antigonids, sobered heirs of the great Antigonos Monophthalmos and Demetrios Poliorketes, who had been within a hair's breadth of reuniting the empire in their hands in 302 BCE.

As these new dynasties established themselves, ushering the so-called Hellenistic Age, a new international system developed around them, with local dynasts and ever-troublesome Greek cities trying to make the best of the rivalries between the major powers, though a definite balance of power set in: backed by the great wealth of the land of the Nile, the Ptolemies kept the most powerful navy of the age and a wide-reaching network of bases; the Seleucids kept a lid on the manifold separatist tendencies of their far-flung and composite demesne, and Macedon kept an iron hand on mainland Greece through a mix of strategically positioned garrisons – the so-called "Fetters of Greece" – and sympathetic oligarchies and tyrannies.

However, around 220 BCE, this fragile equilibrium was about to be shattered by the conjunction of emerging new powers, internal weaknesses, and renewed ambitions. While the heirs of Alexander were busy crippling each other, in the barbarous West, a titanic struggle between two hitherto largely irrelevant – to the Hellenistic world – powers, Rome and Carthage, was about to change the rules of the game forever.

"Hubris" for the ancient Greeks was the excessive ambition that called down on you the wrath of the Gods, typically through making you blind to what would eventually prove to be your downfall. *Hubris* is a two- or three-player game simulating the fifty or so years that saw the mighty Hellenistic kingdoms fatally weakening themselves before being gradually brought low by the rising power of Rome, to the point where it became clear that no one was left with the power to challenge Roman domination.

Hubris endeavors to be a quick-playing, low- to medium-complexity game. Event Cards cover a vast array of historical and likely quasi-historical happenings, from the vicious dynastic struggles to the rise of the Greek confederations, to the ever-growing threat and interference of the Roman Republic, which has the potential, if unchecked, to spell defeat for all players.

Hubris is best played with three players, but can be played with two players or even solitary using the specific rules found in the Solitaire Rules booklet. Some scenarios are designed to be played with only two players or solitary. Since there is no hidden information in the game, *Hubris* also lends itself well to playing solo three-handed.

1.1. General Course of Play

A game of *Hubris* is played in a number of five-year turns during which the players, leading the major Hellenistic kingdoms of the time, activate a variety of leaders, including their king and his friends, to further their ambitions or to react to events. Each leader, depending on their strengths, capabilities, and reliability, may be allocated to lead military campaigns, undertake diplomatic missions, build new naval squadrons, and many other missions.

Meanwhile, as the presence of Rome grows in the region, the players will have to factor in this new non-player faction, which will conduct its own campaigns and diplomacy.

Victory will be achieved by controlling key territories through a skillful combination of garrisons and local alliances, as well as military and other achievements, while denying the same to one's enemies. Or Rome may conquer all... denying victory to all players!

It is recommended that new players refer first to the Learning to Play booklet, where key concepts are introduced, before diving into the full set of standard rules found in this rulebook. An extended example of play of the standard rules, as well as an example of play with the solitaire rules can also be found in the Learning to Play booklet. A couple of introductory scenarios are also provided for newer players to apply key game concepts before jumping into the full game.

Players are also invited to consult the *Hubris* Companion book which includes numerous resources such as a full card appendix with historical notices and play tips for all Event cards and Leader cards, a pronunciation guide and a gazetteer to help them orient themselves on the map.

1.2. Components

A complete set of *Hubris* includes the following:

- ✦ A 22" x 34" game map
- ✦ A deck of 63 Event cards
- ✦ A deck of nine Roman Activation cards
- ✦ 69 Leader cards
- ✦ Four double-sided Second Punic War cards
- ✦ Three double-sided Roman Agenda cards
- ✦ 37 Satrapy cards
- ✦ 252 5/8" markers
- ✦ 87 1/2" markers
- ✦ 68 2/3" round Unit counters
- ✦ 25 Leader Blocks and assorted stickers
- ✦ Three Player Aid foldouts
- ✦ One Rome Guidelines, Map Legend and Random Table for Greek Stasis PAC
- ✦ One Solitaire Guidelines Foldout
- ✦ One Solitaire Flow Chart and Non-Player Macedon Aid
- ✦ Three sets (yellow, blue, red) of four six-sided dice
- ✦ A Learning to Play booklet
- ✦ A Solitaire Rules booklet
- ✦ A Companion book
- ✦ This Rules of Play booklet

NOTE: In general, the components provided with the game are an absolute limit to what can be used during play, including Units, Leader blocks and most markers. The only exceptions are Alignment, Ravaged, Taxes, Revolt, Renown, Elite Training, Rebel and Forces markers, for which players may use additional surrogate markers as needed in the unlikely event they run out.

1.3. Online Q&A

If you have questions or require help with this game, please post on the *Hubris* page at www.boardgamegeek.com.

1.4. Contacting GMT Games

If any game components are missing or damaged you may contact GMT by email at gmtoffice@gmtgames.com, by phone at 800-523-6111 (US and Canada) or (+1) 559-583-1236, by Facebook at their GMT Games Facebook page, or check our online game page at www.gmtgames.com.

2. KEY GAME CONCEPTS AND TERMS

With the exception of names and sentence openers, any word written with its first letter in upper case is a game concept with a precise meaning in game terms, and can be found in the Key Terms Index (11.0).

2.1. Players and Kingdoms

This game is designed for three players, representing the three main Hellenistic kingdoms of the age: the Seleucids, with their power base in Northern Syria and Babylonia, the Ptolemies, also known as the Lagids, ruling over rich Egypt and its far flung seaborne empire, and Macedon, homeland of Philip II and Alexander, and ruled by the Antigonid dynasty since the beginning of the 3rd century BC.

Whenever the rules or Events refer to a Kingdom, it means one of the Seleucids, the Ptolemies or Macedon. All Kingdoms are Powers. All other Powers are non-player Powers.

2.1.1. Rome

While it has its own Alignment markers and units, Rome is not a playable faction and is governed by a set of specific rules and guidelines (8.0). Rome is a non-player Power.

2.1.2. Rebels

In some scenarios, or as a result of some game Events, portions of Kingdoms may secede. While having their own Alignment markers and leaders, such Rebel factions are non-player Powers and are governed by specific rules (2.9). They may also merge back into their original Kingdom under some circumstances (2.9.3).

2.1.3. Friendly and Non-Friendly Powers

Any Leader, Unit, Force, Place or Controlled Satrapy belonging or Aligned with a given Power or its Allied Minor Powers is Friendly to that Power.

Any Leader, Unit, Force, Place or Controlled Satrapy belonging or Aligned with another Power or its Allied Minor Powers, as well as any non-Controlled Satrapy, Unaligned or in Revolt Place is Non-Friendly.

2.1.4. Sequencing

In many instances, precise sequencing is not specified as it is not deemed to be consequential. However, should players ever feel the need to determine a sequence of resolution for a game function, the Activating player should go first, then the player with the highest VP total (resolve by die roll in case of tie).

2.1.5. Rounding numbers

Fractional numbers should only be rounded when all calculations (additions/subtractions and halving) are complete, and the absolute values are then always rounded to the nearest entire value (.5 is rounded up).

EXAMPLES: A final value of 3.5 is rounded to 4 while a final value of -0.5 is rounded to -1. The sum of $\frac{1}{4}$, 2, 3 and $1\frac{1}{2}$ is rounded to 7, while the sum of $\frac{1}{4}$, 1 and 2 is rounded to 3.

2.1.6. Picking a Kingdom

Players may choose which Kingdom they play in a given game however they see fit.

Experienced players who may have developed a particular perception of the relative strengths of the various Kingdoms in a given scenario and play length may want to consider a VP bidding system to allocate Kingdoms. This remains completely optional. If two or more players wish to play the same Kingdom, each of them would bid a number of VPs to “give up”, the highest bid getting the pick. Resolve the bidding process as for Mercenaries (3.5), with ties resolved by a highest die roll winner. Repeat if necessary for the second Kingdom. A player having received a Kingdom through a successful bid starts with a number of negative Dynastic VPs (2.11.2) equal to their bid.

2.2. Leaders

Leaders constitute the main engine of the game: every Action taken by a player requires a Leader with the appropriate Capability icon to be Activated for that purpose. If there is no Leader Available with the appropriate icon, the Action cannot be taken.

Whenever a Leader is Activated, and sometimes, if explicitly stated, as a result of an Event or to use a Special Ability, their Leader Card is Rotated a quarter turn (usually) to the right to track the number of times they were used this Turn (5.1).

When a Leader Card faces up (i.e. the Leader has not been used yet this Turn), the Leader is considered Fresh; when a Leader Card is upside down (i.e. has been Rotated twice), the Leader is considered Spent, and cannot be further used for any Activation this Turn.

NOTE: Leaders may occasionally be Rotated for other reasons than being Activated. A Leader that is already Spent may still be Rotated to satisfy an Event instruction (but not to use a Special Ability) though their Leader Card remains upside down (do not physically rotate it further).

IMPORTANT: The Status of a Leader is never affected by other circumstances than an Activation, Event instruction, or Special Ability use. Even if they become King, are appointed Chief Minister, Rebel or Defect to another Kingdom, they retain their current Status.

2.2.1. Leader Affiliation and Location

Every Leader in play, except non-allied Minor Leaders, is part of a Power's Court (which may be a Kingdom, Rome or a Rebel faction) and may potentially undertake Actions or otherwise be Activated by that Power only.

IMPORTANT: Minor Leaders automatically React (if off-map and Available) if their Heartland Place is attacked, even if they are part of a Court (6.1).

Every Leader in play is either:

- At Court: not on the map, potentially available for their Power;
- On the map: physically represented by an appropriate block placed in the Satrapy where the Leader is, along with any Units placed on his Leader Card; only Leaders who have Campaigned or Reacted this Turn are located on the map;
- In Play off the map: Minor Leaders affiliated with a non-allied Minor Power (2.2.6); they are part of no Court but may React (6.1) and die through the Ferryman of Souls mechanism (4.7).

IMPORTANT: A Leader on the map who is left without Units due to any reason, e.g. Minor Units automatically Emergency Mustering to defend their Heartland, remains on the map unless instructed otherwise (2.13).

2.2.2. Leader Cards

Every Leader is represented by a Leader Card which includes the following information:

- Name: the name of the Leader;
- Picture: reconstruction of the appearance of the Leader;
- Start Turn (in a white banner): the first Turn the Leader can be in play;
- End Turn (in a black banner): the Turn the Leader would typically retire or die from natural causes;
- Affiliation (Not all Leaders): most Leaders enter the game affiliated with a Kingdom, and that original affiliation is shown by their Leader Card's background color (see Leader Card Key in the Learning to Play booklet) and their Kingdom's symbol before their card ID. Unaffiliated Leaders enter play through specific guidelines listed on the Event Card introducing that specific Leader. Minor Leaders show the affiliation of their Minor Power. Events or game Actions may result in a given Leader changing their affiliation;
- Royal Family & Succession Rank (Not all Leaders): some Leaders affiliated with a specific Kingdom show a diadem with a Succession Rank. They are members of the Royal Family and may succeed as King (2.3.1);

EXAMPLE: **PTOLEMAIOS V EPIPHANES** is a Leader originally affiliated with the Ptolemies (blue background) who enters play on Turn 5 and is subject to Ferryman of Souls from Turn 10. He is a member of the (Ptolemaic) Royal Family where he is second in the order of succession.



♣ **Capability Icons:** every Leader has one to three Capability icons with associated ratings (2.2.3);

♣ **Special Abilities (Not all Leaders):** most Leaders have some Special Abilities, as described on their Leader Card. Some Special Abilities provide that Leader with unique Action options;

IMPORTANT: All Special Abilities must be applied as fully as possible whenever applicable when the Leader is in play unless the wording of the Special Ability is explicit that its use is optional (typically using the word “may”).

♣ **Loyalty and Intrigue Ratings:** every Leader is rated for Loyalty (clasped hands icon: ) and Intrigue (cloak and dagger icon: ). These Ratings are important for many game functions.

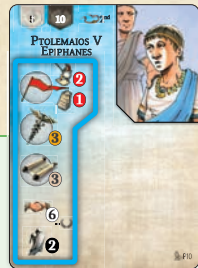
2.2.3. Leader Capability Icons and Ratings

In addition to Loyalty and Intrigue icons, every Leader has from one to three additional Capability icons. Possible Capability icons include:

♣ **Military** (red banner on stone disk icon: ): a Leader with this icon may undertake Land, Naval and Overseas Campaign Actions, including Battles, Sieges and Subjugation, and can have Units attached to them. Next to every Military Capability icon are shown the Battle Rating  (also used for Subjugation) with a hoplite icon , and the Siege Rating with a siege tower icon .

♣ **Diplomacy** (caduceus on stone disk icon: ): a Leader with this icon may undertake Envoy, Lobbying and Incite Rome To War Actions. The attached number is the Diplomacy Rating  of the Leader;

♣ **Administration** (scroll on stone disk icon: ): a Leader with this icon may undertake Raise Additional Taxes, Build Naval Squadron, and Evergetism Actions. The attached number is the Admin Rating of the Leader.



EXAMPLE (continued): **PTOLEMAIOS V EPIPHANES** has all three Capability icons with Ratings of 2 for Battle, 1 for Siege, 3 for Diplomacy, 3 for Admin, 6 for Loyalty and 2 for Intrigue. He also has no Special Ability.

2.2.4. Start and End Turns

Every Leader enters play during the Decks Preparation Phase of the Game Turn listed in the white banner at the top left of their Leader Card (Start Turn).

Leaders are removed from play when the game mechanism *Ferryman of Souls* on the **Ev 5** ‘Enemies at the Gates’ Recurrent Event Card (4.7) is resolved, either on a die roll or automatically when on a Turn matching or later than the one listed in the black banner at the top of their Leader Card (End Turn).

2.2.5. Renown



Leaders may gain or lose Renown  (in Greek, *Kydos*) during the course of the game, through military achievements (7.1, 7.2, 8.7) or Event-related Actions. Renown  is tracked by placing Renown markers of the appropriate value on the Leader's Card. Renown  may never be higher than four, nor lower than minus two.



Renown  is personal and cannot be transferred. It disappears when the Leader is removed from play (but see 2.11.3 for Kings').

The Loyalty Rating  of any Leader is always reduced by their personal Renown , if positive, for any Loyalty Check .

The Intrigue Rating  of a Leader may be increased (or decreased if negative) by half of their Renown  in some circumstances, for instance during resolution of *Intrigues at Court* (4.6).

A King's current Renown  is added to the current Total VPs of his Kingdom (2.11.3).

2.2.6. Minor Leaders

A number of Leaders are affiliated with a Minor Power. If a Power has Alliances in all the Heartland Places (2.5.8) of the Minor Power, any

associated Minor Leader in play joins the Court of that Power, for as long as the Alliances are in place.

Minor Leaders affiliated with a non-Allied Minor Power remain off-map until this Minor Power becomes allied with a Major Power (in which case they join that Major Power's Court) or are called to React to an attack on their Heartland Place (6.1).

2.2.7. Unaffiliated Leaders

A number of Leaders are not affiliated with either a Major or Minor Power and enter play via an Event. If indicated on the Event, Kingdoms may bid to add the Leader to their Court, similarly to bids for Mercenaries (bids can be as low as 1T). The Leader joins the Court of the highest bidder (break ties by rolling a die). If no Kingdom bids on an Unaffiliated Leader, the Leader is removed from play.

2.2.8. Roman Consuls



Rome has three Consuls, one per Kingdom. These are not specific individuals as other Leaders, but generic Leaders used to track what Roman Troops are prosecuting a War against the designated Kingdom, and where they are currently located (8.6).

Roman Consuls are never Rotated when Activated, and may thus Activate any number of times per Turn.

DESIGN NOTE: Roman Consuls represent a position rather than a specific individual, and may represent any number of actual individuals during the course of a Turn.

2.2.9. Defection

When a Leader Defects, whether as a consequence of a Lagid Succession Crisis, the **Ev 58** ‘Palace Power Play’ Event, or a leader's Special Ability, all Kingdoms (except their current Kingdom) may immediately bid for them to join their Court as for a new Unaffiliated Leader (2.2.7), unless specified otherwise by the Event text or a Special Ability of the Defecting Leader. If no Kingdom bids for their services, the Defecting Leader is removed from play.

A Leader Defecting to a new Court is placed At Court and retains their current Rotation status. If the Leader was on the map, he does not retain any Units he may have had on his card, and his original Kingdom may appoint a new Leader in his stead per 2.3.5 (the Units are Dispersed if no Leader is appointed).

2.2.10. Rebellion

When a Leader Rebels, whether as a consequence of a Succession Crisis (4.5), an *Ambitious Generals* failed Check (4.10), or an Event:

- ♣ If the Rebelling Leader is on the map, he Rebels in the Satrapy where he is located;
- ♣ If the Rebelling Leader is At Court, he Rebels in a random Satrapy which includes a Garrison of his Kingdom and where his King is not located (if not on the map, the King is assumed to be, respectively, in **SELEUKIS**, **DELTA** or **MAKEDONIA**), unless specified otherwise by the Event text or a Special Ability of the Rebelling Leader;
- ♣ Roll one die for each Adjacent Satrapy with at least one Alignment marker of the Kingdom, which joins his Rebellion if the roll is less than or equal to his Renown  + 1;
- ♣ The Rebel Leader's Card is removed from his Kingdom's Court, marked with an available Rebel marker and placed in his own Court;
- ♣ Place the corresponding Rebel Leader block in the Satrapy where he rebels (replace his original Leader block if he was on the map);
- ♣ The Rebel Leader retains every Unit on his Leader Card.

DESIGN NOTE: Since all Units will go home during Winter Quarters, only Military Colonist Units whose Home Satrapy is Controlled by the Rebel, or Minor Units whose Heartland is Aligned with him, will be available to him in following Turns.

Then see 2.9.2 for his installation.

NOTE: If a Rebel has no Aligned Garrison after being installed (which could happen if he was on the map), he is eliminated as soon as he no longer has any Unit on his Leader card, which could be immediately (2.9.3).

If a Leader would Rebel in a Satrapy which is already in Rebellion against the same Kingdom, he joins the Court of that Rebel (no rolls for Adjacent Satrapies).

2.2.11. Replacement Leaders

If at any moment a Kingdom's Court is reduced to less than three members (including the King if there is one), immediately randomly draw Replacement Leader(s) of the appropriate Affiliation and add them to the Court so that the Court includes a minimum of three Leaders. Each Kingdom has a pool of three Replacement Leaders with different ratings.

Replacement Leaders may not Defect or Rebel, nor gain or lose Renown.

As soon as a new non-Replacement Leader is added to a Court which includes one or more Replacement Leader, the player must return one Replacement Leader of his choice to the replacement pool. If the Replacement Leader was on-map, they may be replaced by the new Leader as per 2.3.5.

2.3. The King and his Court

The various Leaders controlled by a Kingdom, including Allied Minor Leaders, constitute its Court.

2.3.1. The King

One member of the Royal Family, usually the one with the highest Succession Rank, is the King. He is marked as such by a marker and has his own block. He also has a special status for many game functions. The King retains his position until he dies (i.e. is removed from play).

When a King dies, the member of the Royal Family currently in play and in the Kingdom's Court with the highest Succession Rank (i.e. 1st, then 2nd, then 3rd, etc.) immediately becomes the new King.



NOTE: If there is a member of the Royal Family with a higher Succession Rank currently in Rebellion, he will contest the succession (see 2.9.5)

REMINDER: Do not forget to shuffle the appropriate 'Succession Crisis' into the Event Deck when a King dies (see 4.5).

Only a member of a Kingdom's Royal Family may become King of that Kingdom. A Leader who is Hostage in Rome may not become King as long as he is a Hostage, nor can a member of the Royal Family who joined another Court become King (of either Kingdom).

DESIGN NOTE: This may result in a lower Succession Rank "jumping over" a rightful heir, for instance if the next-in-line heir is currently a Hostage in Rome.

IMPORTANT: If at a given time there is no eligible member of the Royal Family in play, there is no King. Consider that the heir is not of age and that a regency is in place. Check for a new King when new Leaders are added at the start of each Turn or a Leader is released from being a Hostage in Rome.

NOTE: A Kingdom may not Initiate War (2.12) or undertake an Action or trigger an Event that would constitute a Provoked Casus Belli (8.5), if its King died earlier during the Turn.

Some Actions (5.10) and Checks may only be undertaken by the King (or the Chief Minister), and/or affect the King in particular. There are also personal effects tied to the Renown of a King (2.11.3) or who he swore Peace with (2.12).

When the King undertakes a Campaign Action (5.2, 5.3, 5.4) or a defensive Reaction (6.1, 6.2), place his block on the map in the appropriate Satrapy to mark his position.

DESIGN NOTE: Only men are listed as members of the Royal Family since during the time span of the game only males would have been eligible for being chosen as King in these three Kingdoms.



2.3.2. The King's Friends

All members of the Court who are not the King are his Friends, including any non-King Royal Family members. All Friends not on the map are considered to be At Court.

DESIGN NOTE: Hellenistic Kingdoms did not feature extensive administrations and bureaucracies: in many ways, the King was the state. To govern, the King relied on a circle of people close to him, who were traditionally known as his Philoi (sing. Philos, "Friend" in Greek), though over time the term lost its original meaning to become more of an official title. Whenever a King needed a task to be taken care of, whether leading a diplomatic mission, overseeing a construction project or leading an army, he would appoint one of his Philoi, usually choosing the specific individual because of their particular skills or connections.

2.3.3. The Chief Minister

At all times, every Kingdom has one Friend holding the permanent office of Chief Minister. If the office becomes vacant for any reason, immediately appoint a new Chief Minister from the King's Friends (including Royal Family members but not Allied Minor Leaders). Place the Chief Minister marker on their Leader card.



IMPORTANT: Minor Leaders may not be appointed as Chief Minister; Unaffiliated Leaders and defectors from another Court may be appointed, provided they are Friends. Replacement Leaders may also be appointed as Chief Minister, but must be replaced as such when they are replaced at Court by a new Leader (who does not necessarily become the new Chief Minister).

The position is permanent: only death, Rebellion, Defection to another Court or (if a Royal Family member) becoming King will remove the marker.

If the Chief Minister undertakes a Campaign Action (5.2, 5.3, 5.4) or a defensive Reaction (6.1, 6.2), place their block on the map in the appropriate Satrapy to mark their position.

DESIGN NOTE: Some Actions and Checks may only be undertaken by the King or the Chief Minister. The King cannot be picked by the player, so Chief Ministers should be chosen wisely!

2.3.4. The Strategoi

When a Friend who is not the Chief Minister is Activated to undertake a Campaign Action (5.2, 5.3, 5.4) or a defensive Reaction (6.1, 6.2), place a Strategos (in Greek: "General", but also used for a governor at this time) marker on their Leader card, and place the associated block on the map in the appropriate Satrapy to mark his position.



Unlike the King or the Chief Minister, Strategos is a temporary assignment, and the marker and block are removed at the end of the Turn or if the Leader is removed from the map for any reason.

Every Kingdom can appoint up to three Strategoi at a given time.

2.3.5. Emergency Appointment

When an on-map Leader with Units on his Leader Card is removed from play for any reason, the owning Kingdom may immediately appoint an Available At Court Leader with the Military Ability to replace him:

- Place all the Units that were on the removed Leader Card on the Card of the newly appointed Leader;
- Place the newly appointed Leader's block on the map in the Satrapy where the removed Leader's was;
- If necessary, Rotate the newly appointed Leader's Card to match the Status of the removed Leader.

2.4. Cards

There are six types of cards in the game:

2.4.1. Leader Cards

Leader Cards represent all the men and women who may take action in a significant way in the game. Leader Cards enter and are removed from play on given Turns and/or through Events (2.2.4). Leader Cards share a common back illustration in different colors according to their affiliation.



2.4.2. Event Cards

Event Cards introduce various events that provide challenges or opportunities to the players. Some also introduce game mechanisms that thus occur in a semi-random way rather than in a fixed manner during a given Turn's phase.

There are four types of Event Cards:

- Recurrent Events, which trigger recurring events and prompt a round of Activations following a specified Sequence;
- Winter Quarters, which may trigger the end of the Action Phase;
- One-Off Events, either Immediate Events or Pending Events, which trigger specific non-recurring events;
- Succession Crisis Events, which are inserted whenever a King is removed from play.

Event Cards are described in more detail in Section 4.0 and all Event Cards share a common blue back.



2.4.3. Roman Activation Cards

This set of nine cards is used to resolve Roman Activations when called upon (8.6.2). Each has a **LIMITED WAR** and a **FULL WAR** section to be used under the appropriate Roman Agenda conditions.



All Roman Activation Cards share a common red back.

2.4.4. Roman Agenda Cards

This set of three double-sided cards is used to display the current Roman Agenda. Every Agenda Card has one **LIMITED WAR** and one **FULL WAR** side, each with specific Scope of Action, Allies Sought, Trigger to next Agenda or Guarantees directives. There is always a current Roman Agenda Card displayed and active in the appropriate box on the game board, as instructed by scenario instructions or defined by Events.



2.4.5. Second Punic War Cards

This set of four double-sided cards is used to display the current status of the Second Punic War. They represent a linear progression of steps, progressed through as instructed by Events. Each Second Punic War card includes specific game instructions and a cap on the number of Roman naval Squadrons in play. Some also possess a cap on Roman Belligerence (8.2).



2.4.6. Satrapy Cards

This set of small single-sided cards has one card for each Satrapy (two each for **DELTA** and **THEBAIS** to represent the effect of Ev 20 'Anachoresis').



Their use is optional but can be helpful to compute VP totals and Tax revenues. The Kingdom Controlling a given Satrapy should take the associated card, and place it in front of them, possibly in separate piles for each type of Control (Full, Simple, Full through majority of Alliances, ...).

The Satrapy cards may also be used to randomly draw a Satrapy as directed by various game effects and Events.

2.5. Game Board and Map

2.5.1. Satrapies

The map is divided into two types of geographical areas: Satrapies and Sea Areas. Satrapies represent populated regions and are the key elements on the map: Actions, including military campaigns, take place within a given Satrapy, and Victory Points and Tax Revenues are gained on the basis of control of Satrapies (2.6.2).

Satrapies and/or Sea Areas sharing a common border are Adjacent. Satrapies Adjacent to one or more Sea Areas are Coastal Satrapies. Some Satrapies, such as **KRETE**, **KYPROS**, **KYRENAIKE**, **RHODOS** and **KOINON NESIOTON** have no Adjacent Land Borders and may only be travelled to by sea (5.4).

NOTE: Two Satrapies linked by a Straits Crossing are not considered Adjacent.

DESIGN NOTE: KYRENAIKE's only Land Border is with impassable desert.

Every Satrapy is marked by a banner with its Name, Victory Points Values (or "VP Values", marked by laurel crowns 👑), Tax Values (marked by a coins icon: 💰) and a Supply Cost Value (marked by a loaded mule icon: 🐎).

Within each Satrapy are one or more Places, marked by circles or squares of different patterns, which are key to determining Control of a Satrapy. VP and Tax Values for Satrapies with three or more Places may have two values, separated by a vertical bar: the left one is for Simple Control, the right one for Full Control (2.6.2). When there is a single value, it is applicable for both Simple and Full Control.

DESIGN NOTE: A small pendant on the side of each Satrapy's banner shows the number of Places, with squares for Cities and disks for Tribes, in the Satrapy.

Many Satrapies have different VP Values for each Kingdom: use the set of values in the color of the Kingdom (purple: **Macedon**, blue: **Ptolemies**, yellow: **Seleucids**).

Some Satrapies have a Shipyard, as shown by the icon of a warship under construction (🚧) included on the Satrapy's banner.

EXAMPLE: the Satrapy of KOILE SYRIA is worth 2 VPs for Simple Control, and 3 VPs for Full Control, by either the Ptolemies or Seleucids, and only 1 VP for either type of Control by Macedon. It has a Tax Value of 4 for Simple Control and 7 for Full Control, a Supply Cost Value of 3, and possesses five Places (all Cities) and a Shipyard.



Satrapies with a textured background are Rough Terrain, which is important for Battles.

EXAMPLE: LYKIA-PAMPHYLIA and KILIKIA are Rough Terrain.

Some Satrapies show a light purple, blue or yellow background which has no gameplay meaning (unless using the optional rule in 2.6.1) but is meant as a help to speed up setup.

Two borders between Satrapies (the one between **PELOUSIAKON STOMA** and **KOILE SYRIA**, and the one between **PARTHYENE** and **BAKTRIANE**) have a specific Border Supply Cost which is added to the supply costs to be met by any Force crossing that border (5.2.3).



2.5.2. Regions

Groupings of Satrapies are termed Regions. There are four Regions in the game:

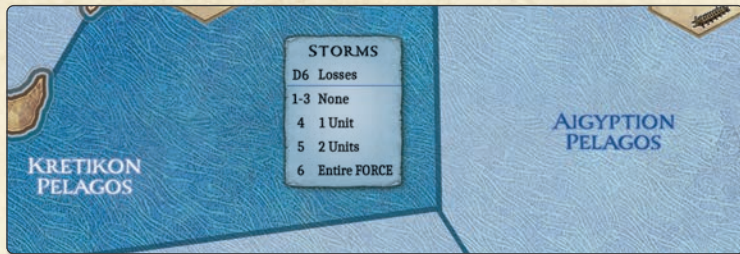
- ✦ **Greece** (tan background) includes the Satrapies of **PELOPONNESOS**, **BOIOTIA-EUBOIA**, **THESSALIA** and **AITOLIA-EPEIROS**;
- ✦ **Europe** (maroon background) includes all of **Greece** plus the Satrapies of **ILLYRIA**, **MAKEDONIA** and **THRACE**;
- ✦ **Asia Minor** (teal background) includes the Satrapies of **MYSIA**, **IONIA**, **LYDIA-PHRYGIA**, **BITHYNIA**, and **LYKIA-PAMPHYLIA**;
- ✦ **Africa** (light blue background) includes the Satrapies of **KYRENAIKE**, **DELTA**, **PELOUSIAKON STOMA** and **THEBAIS**.



Regions are marked on the map by the background color of their constitutive Satrapies' banners (showing both for those Satrapies both in **Greece** and **Europe**).

2.5.3. Sea Areas

There are nine Sea Areas in the game, which allow movement of Forces and of Leaders.



One of these Sea Areas, *Kretikon Pelagos*, is a Deep Sea Area (marked by a deeper blue background color): any Force moving into this Sea Area must roll on the Storms table printed within it, and apply losses immediately as specified, allocating losses freely between Squadrons and transported Land Units, if any. For the purposes of Campaign Actions, the *Kretikon Pelagos* is considered to be Friendly to everyone, though Interception is not allowed in this Sea Area (6.6).

Two Sea Areas include Straits Crossings marked by a white double arrow:

- ✦ *Propontis* with a Crossing between **THRACE** and **MYSIA**;
- ✦ *Sikelikon Pelagos* with a Crossing between **AITOLIA-EPEIROS** and **PELOPONNESOS**.



IMPORTANT: There is no Straits Crossings between **THRACE** and **BITHYNIA** and the two Satrapies are separated by the *Propontis* Sea Area.

DESIGN NOTE: Byzantion was at the time strong enough both to control the Bosphoros crossing and to deter any attack, hence it not being included in the game.

The *Adrias* Sea Area includes two special red arrows showing the arrival routes of Roman armies from **ITALIA** to, respectively, **ILLYRIA** and **AITOLIA-EPEIROS**. These are not considered Straits Crossings except for Straits Crossing Interdiction purposes (6.5).

DESIGN NOTE: **ITALIA** is not considered Adjacent to **ILLYRIA** and **AITOLIA-EPEIROS** for most purposes (except for Roman Campaigning).



2.5.4. Places

Places are specific, named control locations within each Satrapy, which are primarily used to determine Control of the Satrapy through their Alignment to Kingdoms, Rome or a Rebel Power.

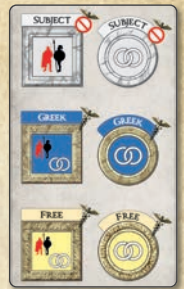
NOTE: There is no specific location for a given Place beyond being in a given Satrapy, and possibly (if a Port), bordering a given Sea Area. Any Action targeting a given Satrapy may target any Place within that Satrapy.

A Place can either be a City or a Tribe:

- ✦ Cities are marked by a square frame, can only be captured by Siege, may receive a Garrison, and may be a Port City and/or a Capital City;
- ✦ Tribes are marked by a circular frame, can only be captured through Subjugation, and may never receive a Garrison.

Every Place is of one of three types:

- ✦ Subject Places (blank frame) may not be the target of Envoy Actions, and Subject Cities may not receive Alliances;
- ✦ Greek Places (Greek frieze frame) are subject to specific rules (see 5.2.6 in particular) and Events;
- ✦ Free Places (Flowery frame) have no restrictions.



EXCEPTION: Roman Alliances may be placed on Subject Cities through Event effects related to Rome or its Minor Allies (8.10) or Surrender consequences (8.8).

DESIGN NOTE: The Alignment of a Subject Place may only be changed by a player's action by capturing it through Siege (if a City) or Subjugation (if a Tribe).

DESIGN NOTE: The illustrations within the frames are purely for historical and cultural flavor, showing the dominant local culture at the time, with unique illustrations for the four capital cities.

2.5.5. Ports and Friendly Sea Areas

Port Cities are Cities marked with a naval base icon. Each Port City borders one specific Sea Area indicated by the location of the naval base symbol.

Having an Aligned Port City is a necessary condition to use a Shipyard for the Build Naval Squadron Action (5.9.1).

A Sea Area is a Friendly Sea to a Kingdom if it has at least one Aligned Port City bordering it.

DESIGN NOTE: The concept of Friendly Sea represents the network of bases, naval facilities and crews to operate warships in a region.

2.5.6. Capitals

Capital Cities are marked with a banner with the color and symbol of their Kingdom and indicate the seat of government for that Kingdom. Capital Cities are important for Rebel Control (2.9.4), the Evergetism Action (5.10), and surrender to Rome (8.8).



IMPORTANT: The Seleucid Kingdom has two Capital Cities: Antiocheia in **SELEUKIS** and Seleukeia Tigris in **BABYLONIA**; the Ptolemies and Macedon each have a single Capital City, respectively **Alexandreia (DELTA)** and **Pella (MAKEDONIA)**.

Should a Kingdom be left without a Capital City, it must designate a temporary Capital until it recovers one of its original Capital Cities (use provided marker). As long as the situation exists, the Kingdom loses 1 Dynastic VP.



NOTE: Should this situation arise from the capture of the last Capital City by Rome, the Kingdom Surrenders to Rome first, and there is no need to designate a temporary Capital.



2.5.7. Strongholds

A number of Places are Strongholds, marked by 1 or 2 flying banners associated with either a siege tower or a hoplite icon to their top right. Any Siege (if a City) or Subjugation (if a Tribe) attempt against a Stronghold receives a To Hit Modifier (THM) equal to the number of flying banners as a penalty.



EXAMPLES: The City of Sardeis shows two flying red banners attached to a siege tower icon, meaning that any Siege attempt against it suffers a -2 THM. Similarly, the Tribe of Tapouroi shows one flying orange banner attached to a hoplite icon, indicating that any Subjugation attempt against it suffers a -1 THM.



2.5.8. Heartlands

Some Places are marked with the color and symbol of one of the game's Minor Powers. These represent these Minors' Heartlands and are useful to determine if a Kingdom or Rome controls the Units of this Minor Power:

- ✦ Aitolian League (emerald): Aitolia (in **AITOLIA-EPEIROS**);
- ✦ Achaian League (dark brown): Achaia and Megalopolis (both in **PELOPONNESOS**);
- ✦ Sparta (tan): Sparte (in **PELOPONNESOS**);
- ✦ Rhodes (dark blue): Rhodos (in **RHODOS**);
- ✦ Pergamon (violet): Pergamon (in **MYSIA**);
- ✦ Parthians (light green): Parnoi and Syrinx (both in **PARTHYENE**).



*NOTE: Abydos (in **MYSIA**) is required for placement of the Pergamene Squadron but is not considered a Heartland Place of Pergamon.*

2.5.9. Italia

ITALIA is a special location on the map that is neither a Satrapy nor a Place. It is the origin of Roman Campaigns (8.6.5) and may have Units transported there under the specific rules of Ev 18 'Alliance with Hannibal'.



2.5.10. General Game Tracks

A circular track in the shape of a sundial allows to track the current Game Turn. Its eleven boxes display 5-year time brackets for reference. Players may use either the provided neutral colored wood cylinder or Turn marker to track the current Turn.



Two numerical tracks, one on top of the other, can be found along the top edge of the game board. The top one is used to track, for each Kingdom, Victory Points, both Territorial, Dynastic and Total; the bottom one is used to track the number of Talents in each Kingdom's Treasury.

2.5.11. Dispersed Box

Located in the bottom right corner of the game board, this box holds all Units that become Dispersed during game play.



2.5.12. Roman Boxes

A number of boxes are located in the bottom left part of the game board to track various elements related to the handling of Rome:

- ✦ Roman Senate: holds Influence markers from the Kingdoms to denote either Influential or Predominant Influence in the Roman Senate;
- ✦ Roman Belligerence: tracks the current level of Roman Belligerence (RB) from -2 to +2;
- ✦ Second Punic War: holds the currently active Second Punic War step card and any Unit sent there through Events;
- ✦ Roman Agenda: holds the currently active Roman Agenda card.



A blue banner can hold a marker noting that Rome has proclaimed the Freedom of the Greeks (8.1.4).



2.5.13. Minors Banners



There are six Minors Banners in the bottom left part of the game board. They hold the specific Units attached to, respectively, the Aitolian League, the Achaian League, Sparta, Rhodes, Pergamon and the Parthians when not on the map (2.13.10).

2.6. Alignment and Control

2.6.1. Alignment

Every Place on the map is always Unaligned, Aligned with a Kingdom or Aligned with Rome. Alignment is marked by an Alignment marker with the symbol and in the color of the Power. Alignment markers have two sides (Garrisons and Alliances) and are identified as follows:

- ✦ Garrisons are full color and show an icon of a soldier;
- ✦ Alliances show the Power's color and symbol in a disk on a white field, along with an icon of two linked rings;
- ✦ Seleucid Alignment markers are yellow with an anchor;
- ✦ Ptolemies' Alignment markers are blue with an eagle;
- ✦ Macedon's Alignment markers are purple with a sun;
- ✦ Rome's Alignment markers are red and black with an eagle with spread wings.



DESIGN NOTE: Garrisons are placed exclusively through a successful Siege of a City, or by Event. Alliances may be placed through successful Siege, Subjugation, Envoy or Events. Both Garrisons and Alliances may be removed by Siege/Subjugation, by Envoy or by Events, with Garrisons being typically more resilient to Envoy efforts and adverse Events.

Absence of an Alignment marker means that the Place is Unaligned.

IMPORTANT: Revolt markers are not Alignment markers.

OPTION: Players may opt to dispense with placing explicit Alignment markers in Satrapies printed with a Kingdom's background color as per 3.1, instead considering that every City in such a Satrapy holds a Garrison of that Kingdom, and every Tribe an Alliance of the same Kingdom. This speeds up setup but at the cost of possible ambiguity. If using this option, mark such Places which become Unaligned during game play with one of the optional "Unaligned" markers provided on the back of some Ravaged markers.

2.6.2. Control

If more than half of the Places in a given Satrapy are Aligned with a Power, that Power has Simple Control of the Satrapy. If every Place in a given Satrapy is Aligned with a Power, that Power has Full Control of the Satrapy. When the rules or an Event requires "Control" of a Satrapy, any level of Control is adequate (i.e. Simple Control is sufficient).

DESIGN NOTE: Only one Power may ever Control a Satrapy; there is no shared Control.

In a Controlled Satrapy, if more than half of the Controlling Kingdom's Aligned Places are Alliances (instead of Garrisons), Tax Values are halved for purposes of Revenue collection (3.3).

*EXAMPLE: Macedon has Garrisons in Korinthos and Messene in the **PELOPONNESOS** (6 Places, VP values of 2/3 for Macedon, Tax Values 4/6), and Alliances in Achaia and Megalopolis. As a result, Macedon has Simple Control (4 Places Aligned out of 6) of the **PELOPONNESOS**, yielding 2 VPs and a revenue of 4 Ts (since they have an equal number of Garrisons and Alliances).*



Should Macedon add an Alliance in Sparte, they would still have only Simple Control (5 out of 6), still yielding 2 VPs, but the tax revenue would be halved, down to 2 Ts, since that Control would now be through a majority of Alliances (3 Alliances versus 2 Garrisons).



Should Macedon also place an Alliance in the 6th and last Place of the Satrapy, Elis, they would gain Full Control, increasing their VPs gained from PELOPONNESOS from 2 to 3 (Full VP Value), and the revenue gained from the Satrapy to 3 Ts (Full Tax Value of 6 halved since 4 Alliances vs. 2 Garrisons). Note that, though placing a Garrison instead in Elis could theoretically allow them to collect the Full Tax Value (6 Ts) in full with as many Garrisons as Alliances (3), the placing of such a Garrison through a Siege in Elis (a Greek Place) would immediately result in the loss of all Macedonian Alliances on Greek Places (5.2.6) in the PELOPONNESOS, i.e. in Achaia, Megalopolis and Sparte, losing Macedon any sort of Control with only 3 Aligned Places left (the 3 Garrisons in Korinthos, Messene and Elis)...



2.7. Paths

Paths are a key concept for many game functions. There are two kinds of Paths in game terms:

- ✦ A Land Path is a set of one or more Adjacent Controlled Satrapies;
- ✦ A Path of Friendly Seas is a set of one or more Adjacent Friendly Sea Areas (2.5.5).

When assessing the existence of a Path between two Satrapies, ignore these two Satrapies (i.e. only look at the intervening Satrapies).

DESIGN NOTE: This means, for instance, that it is possible to Muster (5.2.2, 5.4.2) a Unit from a Satrapy one does not Control to a Campaign Origin Satrapy one does not Control either, as long as all intervening Satrapies are Controlled.

IMPORTANT: A Satrapy is always considered to have a Land Path to itself.

DESIGN NOTE: In other words, it is always possible to Muster Troops located in the Origin Satrapy as long as all other conditions are met.

IMPORTANT: Since two Satrapies connected by a Straits Crossing are not considered Adjacent (2.5.1), no Land Path may ever include a Straits Crossing.

2.8. Revolts & Ravage

Revolt is a special kind of Unaligned status for a Place. Revolt markers can be placed as a result of Events or failed Raise Additional Taxes Actions (5.8). Revolt may also spread from existing Revolts as called for by specific Events.



Apart from their contagious nature, Places in Revolt are treated like normal Unaligned Places when determining Control.

IMPORTANT: Revolts cannot be the target of an Envoy Action (5.5).

Ravaged markers are placed on the map on specific Satrapies as the result of military Campaigns, failed Raise Additional Taxes Actions (5.8) or due to Events. They affect the Satrapy they are in up to and including the next Revenue Phase. Satrapies with a Ravaged marker only yields 50% of their usual Tax Revenue.



Ravaged markers do not impact Control.

2.9. Rebels

2.9.1. Handling

Whenever needed, a Rebel is handled by the player whose Kingdom, while not currently Campaigning against the Rebel, currently has the lowest VPs; if tied, not by the Player from whose Kingdom the Rebel originally sprung; if still tied, determine randomly from these players.

A Rebel Power will always defend itself, undertaking Emergency Muster of the Units available to it and of its Leader, though details of the defense are left to the player handling the Rebel, including possibly Withdrawing.

2.9.2. Installation

When installing a new Rebel faction:

- ✦ Replace all Alignment markers of the Kingdom being Rebelled from in the specified Satrapies with corresponding Rebel markers (any Strengthened Defenses marker remains);
- ✦ Add any Military Colonists Unit whose Home Satrapy he Controls, and any Minor Allied Unit whose Heartland Place(s) he has an Alliance on, anywhere within his territory (geographical limitations for allied Minor Units as per 2.13.10 still apply), onto the Rebel Leader's Card, even if that Unit is currently located elsewhere in the employ (including on a Leader Card) of the Kingdom he is Rebelling from, or Dispersed;
- ✦ Add any Mercenary Unit in the employ of the Kingdom he is Rebelling from that is currently face-up in a Satrapy Controlled by the Rebel (but not on a Leader Card) onto the Rebel Leader's Card;
- ✦ Face-down Military Colonists or Allied Minor Units in the Rebel's territory are available for the Rebel to Muster or Emergency Muster, if he meets the requirements for these Units.



NOTE: During Winter Quarters, the Rebel Leader will be removed from the map and considered "at Court" in his own Rebel Court, ready to be placed on-map with his block when attacked or per Event.

2.9.3. Elimination

A Rebel is eliminated if any specific conditions on his Leader card are met, or as soon as he has no Unit left on his Leader Card nor Garrison Aligned with him.

When a Rebel is eliminated, all his Alignment markers revert to corresponding markers of the Kingdom he Rebelled from and his Land Units are Dispersed.

2.9.4. Capitals

Each original (i.e. printed on the map) Capital City of the Kingdom he Rebelled from held by a Rebel reduces that Kingdom's Dynastic VPs by 2 as long as this situation lasts.

NOTE: Dynastic VPs can be negative (2.11.2).

2.9.5. Succession

Should a member of a Kingdom's Royal Family be in Rebellion when that Kingdom's King is removed from play:

- ✦ If the Rebel is the only member of that Kingdom's Royal Family currently in play, he becomes the new King of that Kingdom;
- ✦ If there is at least one other member of that Kingdom's Royal Family in play, any Rebel with a higher Succession Rank than the Royal Family member(s) still part of that Kingdom's Court is eligible for the succession: Check (2.14) the adjusted Intrigue of every eligible Rebel as well as of the Royal Family member with the highest Succession Rank in the Kingdom's Court, who benefits from a +1 THM; the one with the better Success Margin (re-roll ties) becomes the new King of the Kingdom.

If a Rebel becomes King, all his Alignment markers revert to corresponding markers of his Kingdom, and his Land Units become Units of that Kingdom. If he became King by winning an Intrigue duel against another Royal Family member who was still in the Kingdom's Court, that Royal Family member is removed from play.

If a Rebel does not become King, he remains Rebel with no change.

2.10. Talents, Taxation and Treasury

Most Actions require payment of Talents (Ts).

DESIGN NOTE: In ancient times, talents were both monetary units and quantity units for goods. In the game, they mostly represent monetary resources, but also supplies and building materials.

Talents are spent from a Kingdom's Treasury, the current value of which is tracked on the General Game Track.

A Kingdom's Treasury may hold up to 60 Ts at any given time. If the current Treasury exceeds 30 Ts, flip the Treasury marker to its '+30' side.



Talents are mostly accrued through taxation, which takes place during the Revenue Phase, based on the Tax values (2.5.1) of Controlled Satrapies, as modified by the nature of this Control and possible Ravage (3.3). Extra revenue may be obtained through the Raise Additional Taxes Action during the Action Phase (5.8).

Talents may also be collected through Plundering (5.2.8, 5.3.5) as part of a Campaign Action and through some Events' effects.

2.11. Victory Points

The Total Victory Points (VPs) of a Kingdom at any given moment are the sum of its Territorial VPs, its Dynastic VPs and the Renown of its King. All these values are current values.



2.11.1. Territorial Victory Points

Territorial VPs represent the sum of the VP Values of all Controlled Satrapies, determined as follows:



- Full VP Value of any Satrapy with Full Control (all Places Aligned);
- Reduced VP Value of any Satrapy with only Simple Control (more than half Places Aligned, but not all).

REMINDER: Most Satrapies have specific VP Values for each Kingdom, as marked by the different colors of their VP values (2.5.1), reflecting the different importance of a given Satrapy for the various kings.

IMPORTANT: Maintain fractions until the end, then round to nearest integer (2.1.5) to determine the total Territorial VPs of a Kingdom.

EXAMPLE: Full Control of KOILE SYRIA requires all five Places to be Aligned and yields 3 VPs (Full VP Value) to the Ptolemies or Seleucids, but only 1 VP to Macedon; Simple Control of KOILE SYRIA requires three Places to be Aligned and yields 2 VPs (Reduced VP Value) to the Ptolemies or Seleucids, and 1 VP still to Macedon.



2.11.2. Dynastic Victory Points

Dynastic VPs may be gained or lost through:

- Having a Capital held by a Rebel (2.9.4)
- Having a Temporary Capital (2.5.6)
- At the death of a renowned King (2.11.3)
- Forcing Rome to make Peace (8.7)
- War Exhaustion (3.7.3)
- Failed Incite Rome To War Action (5.7.3)
- Successful Evergetism Action (5.10)
- Some Events



NOTE: Dynastic VPs lost because of having a Capital held by a Rebel are immediately recovered when the Capital is recovered. Similarly, Dynastic VPs lost for having a Temporary Capital are immediately recovered when the original Capital is recovered.

They are accumulated over time and are not lost when a King dies. Dynastic VPs can be negative.

2.11.3. Renown as Victory Points

The Renown of a King is added to his Kingdom's current VP Total. Renown is typically gained or lost through military achievements as well as some Event-dependent Actions.



Renown may be a negative value, in which case the Kingdom's Total VPs are reduced accordingly.



When a King is removed from play, add half of his Renown (negative or positive) to the Kingdom's Dynastic VPs. Then adjust the Kingdom's Total VPs accordingly.

EXAMPLES: King ANTIOCHOS has 3 Renown when he is removed from play: assuming the new King has yet no Renown of his own, the Seleucids gain 2 Dynastic VPs, and their Total VPs are reduced by 1 (loss of King's Renown of 3 and gain of 2 Dynastic VPs); had he had a negative Renown of -2, the Seleucids' Dynastic VPs would have been reduced by 1, but their Total VPs increased by 1 (regaining the 2 negative VPs from his Renown and losing 1 Dynastic VP).

2.12. War and Peace

Any Attack by a Kingdom on another Power's Unit or Garrison, Naval Interception (6.6), Straits Crossing Interdiction (6.5) or, under some circumstances (5.2.8, 5.3.5), Plundering in a Controlled Satrapy, constitutes an Act of War against that Power, resulting in a State of War existing between the two Powers. Mark this state of affairs by placing the appropriate War markers (with the other Power's symbol) on both Kings' Leader Cards. A State of War may also exist between a Kingdom and Rome, and between Rome and ILLYRIA. When a Kingdom undertakes an Act of War against a Power it is not already At War with, it is said to Initiate War against that Power.



IMPORTANT: Allied Minor Units, unlike face-up Military Colonists or Mercenaries, are not considered to be Units of their Allied Major Power so an attack on a Force made solely of Allied Minor Units, even if on a Leader Card, is not an Act of War, no more than is an attack on a Place with an Alliance. However, it could be a Casus Belli (8.5).

A Kingdom may not Initiate a War if its King was removed from play earlier during the Turn.

When a State of War exists between two Powers, all their Leaders, Units, Forces, Aligned Places, Controlled Satrapies and Allied Minor Units are Enemy to each other.

During the Action Phase, two Kings, including a regency (2.3.1), may agree to make Peace at any time. Peace may be made on a status quo basis, or may include one or more of the following conditions (exclusively):

- Immediate payment of Talents from their Treasury to the other Kingdom's;
- Replacement of one or more Garrisons with those of the other Kingdom;
- Replacement of one or more Squadrons with Squadrons of the other Kingdom;
- Unalignment of one or more of their Alliances (in this case, the opposing Kingdom does not get to place one of their Alliance markers).

During the Winter Quarters Phase, ongoing Wars between Kingdoms automatically come to an end on a status quo basis, unless both Kings want to continue the War, or, subject to a Diplomacy Check, one of them (3.7.2). When Wars last for more than one Turn, both warring Kingdoms are subject to the risks of War Exhaustion (3.7.3) and Revenue Loss (3.3).

IMPORTANT: Wars with Rome never end automatically, but only if Rome is driven to War Weariness (8.2.1; 8.7) or the involved Kingdom Surrenders to Rome (8.8).

When Peace is made between two Kings, flip the appropriate War markers to their Peace sides. Once two Kings have sworn Peace, their Kingdoms cannot undertake an Act of War against each other as long as the two Kings who swore Peace are alive. When one of the Kings is removed from play, remove both appropriate Peace markers.



When a King dies while being at War, his ongoing Wars do not automatically end: transfer the appropriate War markers to the new

King's Leader Card, or to a reserved space if there is no new King at the moment. Peace may still be made as above, however. If such War/Peace markers were so reserved in wait of a new King, they are transferred to the new King's Leader Card as soon as he is appointed (the Peace is assumed to have been sworn in his name while he was an infant).

DESIGN NOTE: Peace in the Hellenistic era was sworn between the involved kings, not between their kingdoms. Hellenistic kings took such oaths very seriously, though this did not preclude indirect means of action. However, as soon as one of the parties died, the oath was voided.

2.13. Forces and Units

Every Unit in play is always, depending on its nature and status:

- Face-down on the map: un-Hired Mercenaries near their Home Satrapies; un-Mustered Military Colonists and Allied Minor Units in their Home Satrapies;
- Face-up on the map: un-Mustered *Royal Army* Units, *Siege Train* Units and Hired Mercenaries; Military Colonists and Allied Minor Units who underwent Emergency Muster (6.1) without being Mustered into a Force; all Squadrons on map;
- Face-up on a Leader/Consul Card: any Unit when Mustered as part of the Leader's Force; Roman *Legions* allowed by the current Roman Activation Card (8.6.3);
- Face-up on their respective Minor Banner: non-Allied Minor Units;
- Face-up in the Dispersed Box: any Land Unit Dispersed in Battle (7.1.3), not retained at the start of a Campaign (5.2.2, 5.3.2, 5.4.2), or through an Event;
- Face-up in the Second Punic War Box: through 'Hannibal's War' Events (Ev 14, Ev 17, Ev 24, Ev 31) or Ev 18 'Alliance with Hannibal'.



IMPORTANT: Royal Army Units, Siege Train Units, Squadrons, face-up Military Colonists and face-up Mercenaries are considered to be Units of their controlling Kingdom. Allied Minor Units are not.

NOTE: Units that are on a Leader/Consul Card or face-up or face-down on the map are considered to be "on the map". All other units, including those on a Minor Banner, in the Dispersed Box or in the Second Punic War Box are considered to be "off the map".

When control of a Unit or Force is ambiguous, place an ownership marker on it.



2.13.1. Forces

One or more face-up Units constitute a Force. Forces are usually Mustered by a Leader to undertake a Campaign (5.2.2, 5.3.2, 5.4.2). Units Mustered by a Leader are placed on his Leader Card, and Land Units cannot be voluntarily removed from this Card until the end of the Turn unless not retained at the beginning of a second Campaign (5.2.2, 5.3.2, 5.4.2).

When a Leader is removed from play, any Units on his Leader Card are Dispersed unless a Leader is appointed in his stead (2.3.5).

Forces are located either by being on the Leader Card of a Leader who is located in a Satrapy or Sea Area further to a Campaign (the constituting Units being kept on the Leader's Card), or having been placed in a Satrapy or Sea Area through a game action such as Hiring Mercenaries or Build Naval Squadron.

A Force may include both land Units (Troops and *Siege Trains*) and, for Naval or part of an Overseas Campaign Action, naval Units (Squadrons).

The number of Units potentially available is strictly limited by the counter mix. Once all the Land Units and/or Squadrons in a Kingdom's pool are on the map, it is not possible to obtain more Land Units and/or Squadrons.

2.13.2. Elite and Regular Units

All Troops and Squadrons are rated either as Elite or Regular Units. Elite Units are deadlier and more resilient in Battle (7.1.1, 7.2.1). Elite Units have a gold shading under their Unit name (e.g. the *Galatians* are Elite), where Regular Units have a steel shading.



NOTE: All Roman Legions are Elite Units.

DESIGN NOTE: Siege Trains are not Troops, taking no part in Battles, and are therefore not rated as Elite or Regular.

2.13.3. Dispersed Units

When a Force is Defeated in Battle (7.1.2, 7.2.2), its component land Units which were Routed are immediately placed in the Dispersed Box. Units may also be placed in the Dispersed Box through an Event effect, or if not retained at the onset of a Campaign (5.2.2, 5.3.2, 5.4.2).

Squadrons never go to the Dispersed Box but are destroyed (Sunk) instead (7.2.3).

Roman *Legions* also do not go to the Dispersed Box and are immediately available for further Campaigns.

Unless explicitly stated otherwise by the rules or an Event text, Dispersed Units will stay in the Dispersed Box, unavailable to all, until the Winter Quarters Phase.

2.13.4. Royal Army

Every Kingdom owns one *Royal Army* Unit. During every Winter Quarters Phase, this Unit automatically returns from the Dispersed Box (if applicable), and is repositioned face-up in any Satrapy with an Aligned Place of that Kingdom.



DESIGN NOTE: The Royal Army Units of Macedon and the Seleucids are Elite Units; the Royal Army Unit of the Ptolemies is a Regular Unit.

2.13.5. Military Colonists

A number of Troops are associated with a particular Satrapy, not with a Kingdom. These Military Colonists Units may exist in four states:

- Face-down on the map (available to be Mustered);
- Face-up on the map (controlled by a Kingdom but not Mustered in a Leader's Force);
- Face-up on a Leader Card (Mustered in that Leader's Force);
- or Dispersed.



Military Colonists are marked by their dark tan border and tan back.

Some Military Colonists Units may be upgraded to Elite, or brought into play, by Event, and should be kept off-map until this happens. Once a Unit is upgraded, remove from play the original Unit.

When face-down on the map, these Units are kept in their designated Home Satrapy (see Table below), which is indicated on the back side of their counter, as well as an indication on the map.

A Kingdom must Control the associated Home Satrapy to be allowed to Muster a Military Colonists Unit. Once Mustered, the Military Colonists Unit is turned face-up, and placed on the Leader Card of the Leader who undertook the Campaign Action (if that is the case).



A Military Colonists Unit remains controlled by the Kingdom that Mustered it until the end of the Turn, even if that Kingdom loses Control of its Home Satrapy during the Turn. A face-up Military Colonists Unit is considered to be a Unit of the Kingdom that Mustered it.

During the Winter Quarters Phase, all Military Colonists Units, whether Mustered or Dispersed, are returned face-down to their Home Satrapy.

Military Colonists Unit	Home Satrapy
<i>Katoikoi Asia Minor</i>	LYDIA-PHRYGIA
<i>Katoikoi Lower Satrapies</i>	MESOPOTAMIA
<i>Katoikoi Upper Satrapies</i>	MEDIA
<i>Kataphraktoi</i> (Elite, replaces <i>Katoikoi Upper Satrapies</i> through Ev 29 'Anabasis')	MEDIA
<i>Cleruchs</i>	DELTA
<i>Machimoi</i> (through SOSIBIOS's Special Ability EGYPTIAN PHALANX)	DELTA
<i>NeoMacedonians</i> (through Ev 42 'Macedon Re-Arms')	MAKEDONIA

2.13.6. Mercenaries

Similarly to Military Colonists, Mercenary Troops are attached to Home Satrapies (as shown on the back side of their counter and on the map) and are placed face-down near their Home Satrapies when available. However, they can only be employed if Hired, either through a bidding process during the Mercenaries Phase (3.5), or through a Campaign Action during the Action Phase (5.2.2, 5.4.2). Once Hired, Mercenaries will remain in service with their employing Kingdom until Dispersed or the Winter Quarters Phase. A face-up Mercenary Unit is considered to be a Unit of the Kingdom that Hired it.



Mercenary Units are marked by a Coins icon , a dark grey border and grey back.

DESIGN NOTE: If a Hired Mercenary is not placed on a Leader Card, you may place an Ownership marker of their employer Kingdom on them as needed.

During the Winter Quarters Phase, all Mercenaries, except those placed by Event in the Second Punic War box, are returned face-down to their Home Satrapies.

REMINDER: Mercenaries placed in the Second Punic War box only leave this box when the Second Punic War ends (8.3.2).

2.13.7. Siege Trains

Each Kingdom has one special Unit, a *Siege Train*. A *Siege Train* is a normal Unit inasmuch as it must be part of a Force to be used, and associated Supply Costs paid as for any other Land Unit (5.2.3, 5.4.3). However, it is not a Troop and does not take part in Battles.



If a Force with a *Siege Train* is Defeated in a Battle, the *Siege Train* Unit cannot Withdraw and is immediately Dispersed.

During a Campaign Action, a Strategos with a *Siege Train* Unit on his Leader Card gains a +1 THM on all his Siege Attempts.

DESIGN NOTE: Some Strongholds, particularly if Supported by Sea (6.4) are largely invulnerable to a siege without a *Siege Train*.

Like *Royal Army* Units, during the Winter Quarters Phase, *Siege Train* Units automatically return from the Dispersed Box (if applicable), and are repositioned face-up in any Satrapy with an Aligned Place of that Kingdom.

2.13.8. Squadrons

Squadrons always belong to a specific Kingdom or Power. They must be built through a Build Naval Squadron Action. Once all a Kingdom's Squadrons are on the map, it is not possible to build more Squadrons.



DESIGN NOTE: There is only one Elite Squadron in the game: the Rhodian fleet.

If an Event or Peace condition requires a transfer of one or more Squadrons from one Kingdom to another, replace the transferred Unit(s) with Squadron(s) of the new owner. If the new owner does not have enough available Squadrons, the excess Squadrons are lost to both Kingdoms.

Unlike Land Units, Routed Squadrons never go to the Dispersed Box and are instead immediately destroyed (Sunk). Destroyed Squadrons (regardless of how) must be rebuilt through a Build Naval Squadron Action to re-enter play. They are immediately available to be rebuilt.

EXCEPTION: Minor Power Squadrons are automatically rebuilt during Winter Quarters (3.7.5).

Squadrons must always be located in a Sea Area. They may join the Force of a Campaigning Leader for a Naval or Overseas Campaign, but are placed back on the map at the conclusion of the naval segment of this Action (5.3.6, 5.4.4).

Squadrons Defeated in Battle (7.2.2) cannot participate in any Battle or Straits Crossing Interdiction in that Sea Area (6.5) for the duration of the ongoing Campaign.

DESIGN NOTE: The presence of a Squadron Unit in a Sea Area does not mean that the ships are continuously at sea, but represents rather the presence in a region of a number of warships with their crews, and the naval facilities to support them, to support their kingdom's operations or hinder their enemies'.

2.13.9. Roman Legions

Roman *Legions* are the Roman Troops. The number of *Legions* in play at a given moment is as mandated by the current Roman Activation Cards, which may require removing some *Legions* (or Squadrons) from play (8.6.3).

All Roman *Legions* are Elite Units and inflict double Hits in Battle (7.1.1).



2.13.10. Minor Units

Six Minor Powers have their own Units: the Aitolian League, the Achaian League, Sparta and the Parthians each have a Land Unit, Rhodes has a Squadron, and Pergamon has a Land Unit and potentially a Squadron. All Minor Units have a Home Satrapy (printed on the back of their counter if Land Units), which is the Satrapy where their Heartland Places are located, and can be identified by their Power's color and symbol.



The *Pergamon Squadron* is only ever placed on the map if both Pergamon and Abydos have Roman Alliance markers, and is thus always a Roman-Allied Minor Unit.

IMPORTANT: While the Achaian Leader **PHILOPOEMEN** or the Pergamene Leader **EUMENES II** are in play, replace the standard Achaians or Pergamon Unit by, respectively, the Elite Philopoemen or Eumenes Unit as indicated on these Leaders' Cards.



Minor Units are Allied to a Major Power if that Power has Alliances in (all) the Heartland Place(s) associated with that Minor Power. At the moment this condition is met, Allied Minor Units that are still on their Minor Banner are placed on the map:

- Land Units face-down in their Home Satrapy;
- Squadrons face-up in a Sea Area Adjacent to their Home Satrapy.

Conversely, as soon as (at least one of) its associated Heartland Place(s) is Unaligned, a Minor Unit, unless Dispersed, is returned to this Minor's Banner, even if it was part of a Mustered Force. If this leaves a Leader without Units, he remains on the map.

Similarly, a Minor Unit is out of play as soon and as long as (one of) its associated Heartland Place(s) (both for the Achaians/Philopoemen) is Garrisoned, and will only reenter play when none of its Heartland Place(s) (no more than one for the Achaians/Philopoemen) is Garrisoned any more.

If on the map, a Minor Unit may be Mustered by its Allied Major Power. Minor Units Allied with no Major Power are held on their respective Minor Banners.

REMINDER: While it can be Mustered by its Allied Major Power, an Allied Minor Unit is never considered to be a Unit of that Major Power for purposes of determining whether an attack constitutes an Act of War.

DESIGN NOTE: Only Alliances allow a Power to Muster a Minor Unit. Placing a Garrison in a Heartland Place never allows, and actually prevents Mustering the associated Minor Unit.

NOTE: If one, and only one, of the Achaian League's Heartland Places is Garrisoned, its Minor Unit will be on its Banner except if the other Heartland Place is targeted by a Campaign, in which case the Minor Unit will automatically Emergency Muster to defend it (independently).

DESIGN NOTE: Since Pergamon and Syrinx are Subject Cities, no Kingdom may place Alliances there, and hence ally with Pergamon or the Parthians. Only Rome may be allied with Pergamon. No Power may ever be allied with the Parthians.

Minor Units may only Campaign in specific Regions or Sea Areas:

- ✦ Aitolians in Greece only;
- ✦ Achaians and Spartans in the PELOPONNESOS and BOIOTIA-EUBOIA only;
- ✦ Pergamon Army in Europe and Asia Minor only;
- ✦ Pergamon Squadron in Aigaion Pelagos and Propontis only;
- ✦ Rhodian Squadron in Aigaion Pelagos, Propontis and Pamphylon Pelagos;
- ✦ Carthaginian Squadron (per Ev 18 'Alliance with Hannibal') in Sikelikon Pelagos and Adrias.

Some Minor Units may also be activated by Events.

During the Winter Quarters Phase, unless they are out of play due to Garrison(s) in their Heartland Place(s), return all Minor Land Units (Dispersed or not) face-down to their Home Satrapy (if Allied) or to their Minor Banner (if not), and all Minor Squadrons (even if Sunk) face-up to a Sea Area Adjacent to their Home Satrapy (if Allied) or to their Minor Banner (if not).

2.14. Checks and Successes

When resolving Actions and certain Events, players will be asked to Check a Leader Rating or a certain value, usually a combination of Ratings, called a Success Threshold. This consists in rolling one or more dice as specified by the Check; any roll equal to or less than the Success Threshold is a Success (🟢). If asked to roll more than one die, count the total number of Successes. Various To Hit Modifiers (THMs) may modify the Success Threshold as specified by the Action or Event description, or through Special Abilities, Renown (🏆), etc.

EXAMPLE: The Ptolemaic Leader SOSIBIOS undertakes an Envoy Action (5.5), which is based on the Diplomacy Capability. Since his Diplomacy Rating is '4', this is his default Success threshold. Two dice are rolled and compared to this Threshold value. If a bribe is paid for, the Threshold value becomes '5' (due to the +1 THM from the bribe).

If a Check results in zero Successes, the Check is Failed (🔴).

Some resolutions call for evaluation of a Success Margin: this is the difference between the Success Threshold and the roll: e.g. if needing a four, a roll of 🎲 is a Success Margin of 2, a roll of 🎲 is a Success Margin of 0 and a roll of 🎲 is a Success Margin of -2.

The description of the Action or Event will describe the effects of Successes and, occasionally, Failures.

3. SEQUENCE OF PLAY

3.1. Set Up

Please refer to Section 12. **Scenarios** at the end of this rulebook for details on how to setup the various scenarios available for the game. Unless stated otherwise in the scenario instructions, every scenario starts at the beginning of a given Turn, and specifies:

- ✦ The starting Court members for each Kingdom, for Rome and for any Rebel;
- ✦ The at-start Dynastic VPs and Treasury for each Kingdom;
- ✦ Any on-map Alignment markers and/or at-start Squadrons and Troops for each Kingdom, Rome, and any Rebels;

IMPORTANT: A number of Satrapies are lightly colored in the color of either Macedon (purple), the Seleucids (yellow) or the Ptolemies (blue). When setting up a given scenario, systematically place that Kingdom's Garrisons in all Cities and Alliances in all Tribes of such Satrapies, unless explicitly mandated differently in the scenario setup (or using the Option described in 2.6.1).

- ✦ The status of Roman Agenda, Roman Belligerence and War status and Second Punic War, as well as starting Influence in the Senate;
- ✦ The at-start Territorial VPs and Tax Base (total Revenue) for each Kingdom are also provided for ease of play;
- ✦ Any specific instructions for Deck preparation.

3.2. Decks Preparation Phase

All Turns begin with preparing the Event Deck:

- ✦ Take all Recurrent Events, the Winter Quarters card and any still unplayed One-Off Events and Succession Crisis Cards from the previous Turn (if this is the first Turn of a scenario, follow the scenario instructions as to which Event Cards to include);
- ✦ Add any One-Off Events with a Turn number (listed in the upper left of the Event Card) matching the new Turn;
- ✦ Shuffle the above Cards together and place the deck face down next to the game board.

Then shuffle all nine Roman Activation Cards and place the deck face down next to the game board.

Last, bring into play any new Leader Cards with a Start Turn (upper left of card in white banner) matching the new Turn. Place these Leaders as follows:

- ✦ If Affiliated with a Kingdom or an Allied Minor, add the Leader to the appropriate Court;
- ✦ If Affiliated with a non-Allied Minor, keep the Leader off to the side until their Minor Power becomes Allied with a Major Power.

NOTE: Some Leaders have the mention "By Event" instead of a Start Turn. These Leaders do not automatically enter play on a given Turn but only when their associated Event is resolved. Until that time, they are not considered in play and are not subject to Ferryman of Souls (4.7) effects.

3.3. Revenue Phase

Every Kingdom collects the appropriate Revenue from Controlled Satrapies:

- ✦ Full Tax Value (rightmost) of any Satrapy with Full Control (all Places Aligned);
- ✦ Reduced Tax Value (leftmost) of any Satrapy with only Simple Control (more than half Places Aligned, but not all);
- ✦ The Tax Value of a Satrapy determined above is halved if that Control is achieved through a strict majority of Alliances;
- ✦ The Tax Value of a Satrapy determined above is halved if the Satrapy is Ravaged.

IMPORTANT: Both reductions are cumulative, so a Ravaged Satrapy Controlled through Alliances has its applicable Tax Value divided by four.

If a Kingdom is At War with one or more Kingdoms or with Rome (the latter only if the Roman Agenda is on Full War), halve its total Tax Revenue.

IMPORTANT: Maintain fractions until the end, then round (2.1.5) and add the total collected Tax Revenue to the Kingdom's Treasury.

Finally, remove all Ravaged and Taxes Increased markers from the map.

EXAMPLE: Macedon is at War with Rome, whose Agenda is currently on its **LIMITED WAR** side.



Macedon has Full Control of **MAKEDONIA** (Tax Value 4/6) and **THESSALIA** (2/3), and Simple Control of **BOIOTIA-EUBOIA** (2/3) and **PELOPONNESOS** (4/6), none of these through a majority of Alliances. Macedon's potential Revenue is $6 + 3 + 2 + 4 = 15$ Ts.

Subsequently, Rome goes to **FULL WAR**.



THESSALIA becomes Ravaged and Macedon adds an Alliance in **PELOPONNESOS**, which becomes Controlled through a majority of Alliances. Consequently, their Revenue is only $6 + 1.5$ (half of **THESSALIA**'s full Tax Value due to Ravage) $+ 2 + 2$ (half of **PELOPONNESOS**'s reduced Tax Value due to majority of Alliances) $= 11.5$, halved again for being At War with Rome on **FULL WAR**, for a final total of 5.75, rounded up to 6 Ts!

3.4. Roman Politics Phase

Roll a die with the following DRMs, and adjust Roman Belligerence accordingly:

Turn 7 or later: +1

Roman Agenda currently on **LIMITED WAR**: -1

Modified DR	≤ 1	2-4	5	≥ 6
Roman Belligerence	-1	One Level toward Medium	No Change	+1



IMPORTANT: This adjustment may result in Rome going to War through Aggression or making Peace through War Weariness (8.2.1).

3.5. Mercenaries Phase

During this Phase, all Kingdoms may bid on face-down Mercenary Units (note that Units currently in the Second Punic War box or not in play are not open to bidding).

In order to bid on a face-down Mercenary Unit, a Kingdom must have an Alignment marker in one of the Mercenary's Home Satrapies:

Mercenary Unit	Home Satrapies
Illyrians	ILLYRIA, MAKEDONIA, THRACE
Aitolians	AITOLIA-EPEIROS, BOIOTIA-EUBOIA
Arcadians	PELOPONNESOS
Galatians	GALATIA
Mysians	MYSIA, IONIA, LYDIA-PHRYGIA
Cretans	KRETE, KOINON NESIOTON, LYKIA-PAMPHYLIA

If the condition is met, bids may be placed and raised freely until no Kingdom wishes to raise its bid. The minimum bid is 2 Ts. Bidding is continuous and simultaneous. It is allowed to match an existing bid without upping it. Each Mercenary Unit is Hired by the highest bidder; in case of ties, determine the winning Kingdom randomly. Only the bid from the winning Kingdom must be paid out; losing bids remain in their Kingdom's Treasury.

Newly Hired Mercenary Units must be placed face-up in a Satrapy with at least one Place Aligned with the Hiring Kingdom and with a Path of Sea Areas or non-Enemy-Controlled Satrapies from one of the Unit's Home Satrapies.

Mercenary Units which were not bid upon remain available face-down in their Home Satrapies, where they may be Hired later during the Action Phase as part of a Campaign Action (5.2.2, 5.4.2).

3.6. Action Phase

Flip the top card of the Event Deck face up:

If the card has a steel blue background, it is an Immediate Event:

- Resolve the Event (text in the blue box),
- then apply the instructions at the bottom of the card (including RB adjustment if appropriate),
- then flip the next Event Card;

If the card has a copper background, it is a Pending Event:

- Place it to the side,
- the Event may be Triggered by a Kingdom as part of a subsequent Activation by meeting the Trigger condition written in the deep copper box,
- then flip the next Event Card;

If the card has a split steel blue / copper background, this is an Immediate/Pending Event:

- resolve immediately the text in the blue box,
- then place the card to the side for possible future Triggering like any other Pending Event,
- then flip the next Event Card;

If the card has a silver background, it is a Recurrent Event:

- resolve the Event,
- then resolve the Game Mechanics (if there is one) shown by the Gears icon,
- then every Major Power gets one single Activation in the sequence shown at the bottom of the card:



- A Kingdom may Activate one Available Leader or pass,
- If Rome is at War, when its Turn comes in the Activation Sequence, draw a new Roman Activation Card for each ongoing War and conduct Rome's Actions in accordance with Rome's guidelines (8.6),
- If Rome is not at War, Rome draws one single Roman Activation Card and applies only a Diplomacy icon if present (8.6.4),
- when all Major Powers have taken their Activation or passed, discard the card and flip the next Event Card.

If a King is removed from play, immediately shuffle the Succession Crisis Card associated with his Kingdom into the remaining Event Deck.

The Action Phase ends immediately when the Winter Quarters card is revealed, unless fewer than four Recurrent Event cards have been drawn so far, in which case the Winter Quarters card is reshuffled into the remaining Event deck. When the Action Phase ends, proceed to the Winter Quarters Phase.



DESIGN NOTE: This means that there will always be at least four and never more than six (the total number of Recurrent Event cards) Activations per Kingdom per Turn.

3.7. Winter Quarters Phase

Resolve the Winter Quarters Phase in the following sequence:

3.7.1. Pending Events Segment

Resolve the effects of any outstanding in-play Pending Events if indicated, then remove from play any Pending Events which were revealed during the previous Action Phase but not Triggered.

3.7.2. Peace Segment

All ongoing Wars between Kingdoms automatically come to an end and Peace (2.12) is concluded on the basis of status quo (both Kingdoms retaining what they hold at the moment of the Peace), unless:

- Both Kings want to continue the War, or
- A Leader of one of the Kingdoms successfully passes a Diplomacy Check with the following THMs (cumulative):
 - -1 if any Battle (not Siege or Subjugation) was fought between the two Kingdoms during the Turn;
 - -1 if the Kingdom wanting Peace offers ten Ts or to transfer one Squadron (must be possible, see 2.13.8) to the Kingdom wanting War;
 - -1 if the Kingdom wanting Peace offers to transfer to the Kingdom wanting War two Garrisons located in Satrapies with Alignment markers of the Kingdom wanting War, or Adjacent to such a Satrapy.

Only one such Diplomacy Check may be attempted per ongoing War per Turn.

NOTE: All offers granting a THM must be made before the Diplomacy Check is rolled (and involved Kingdoms must have the opportunity to make such an offer before the roll is made).

IMPORTANT: This Diplomacy Check may be attempted by a Spent Leader.

All offers are conditional on Peace being made and if Peace is made after a failed Diplomacy Check, any offer that resulted in a THM must be honored.

NOTE: The Kingdom which initially wanted the War to continue may accept the Peace offers made by the other Kingdom, resulting in the war ending without need for a Diplomacy Check. Such an acceptance must be declared before rolling the Diplomacy Check (which then is skipped).

IMPORTANT: Wars with Rome do not end unless the involved Kingdom Surrenders (8.8) or Rome is compelled to make Peace (8.7).

EXAMPLE: Macedon is At War with the Ptolemies, the Seleucids and Rome, and hopes to end the first two Wars to focus on their war with Rome. The Ptolemies do not wish to lose half their tax income, nor check for War Exhaustion, so agree to make Peace on a status quo basis. The Seleucids, however, wish their War to continue and announce that their

best diplomat, a Friend with a Diplomacy Rating of 4, will attempt a Diplomacy Check to keep the War ongoing. Macedon offers two Garrisons in **MYSIA** and **IONIA** and ten Talents for a -2 THM (no Battle had been fought between Macedon and the Seleucids this Turn), but the Seleucids decide to roll. Their diplomat rolls which is a Success, so the War continues. Macedon retains their ten Ts and Garrisons.

3.7.3. War Exhaustion Segment

All Kingdoms that are still At War, whether with one or more Kingdoms or with Rome (the latter only if the Roman Agenda is on **FULL WAR**) must check for War Exhaustion. To do so, the Kingdom's Chief Minister conducts an Admin Check with the following THMs:

- Half the Renown of the King;
- -1 for each ongoing War involving the Kingdom beyond the first.

IMPORTANT: This Admin Check may be attempted by the Chief Minister even if Spent.

If the Chief Minister does not have the Admin Capability Icon, he is considered to have an Admin Rating of 0 for this check.

Then assess the impacts of War Exhaustion from the Success Margin:

Success Margin	At War with one or more Kingdoms	Only At War with Rome
2 or more	No effect	
0 or 1	Revolt in one random Aligned Place in one random Satrapy with at least one Aligned Place	
-1	Revolts in one random Aligned Place in two random Satrapies with at least one Aligned Place	
-2 or worse	Lose one Dynastic VP (can be negative) and Revolts in one random Aligned Place in two random Satrapies with at least one Aligned Place	Revolts in one random Aligned Place in two random Satrapies with at least one Aligned Place

EXAMPLE (continued): Both Macedon and the Seleucids must now Check for War Exhaustion. Both Chief Ministers have an Admin rating of 3, but the Seleucid Chief Minister benefits from the Renown of his King (+1 THM). The Macedonian Chief Minister suffers a -1 THM since they are At War with both Rome and the Seleucids. The Seleucids rolls which is a Success Margin of 2, resulting in no effect. Macedon rolls which is a Success Margin of -2: Macedon loses one Dynastic VP and suffers two random Revolts.

3.7.4. Victory Segment

Check for Automatic Victory (30+ VPs) or determine Final Victory if this is the last Turn.

3.7.5. Returning Home Segment

All Units, including those Dispersed, return home – place them as follows:

- Royal Army and Siege Train Units face-up to any Satrapy with a Place Aligned with their Kingdom;
- Military Colonists face-down to their Home Satrapy;
- Squadrons located in a non-Friendly Sea Area are destroyed;
- Mercenary Units face-down to near their Home Satrapies;
- Minor Units face-down to their Home Satrapy if Allied, or to their respective Banners if not;
- Minor Squadrons (even if Sunk during the Turn) face-up to a Friendly Sea Area Adjacent to their Home Satrapy if Allied, or to their Banner if not;
- Roman Consuls with their Legions to a Roman Controlled Satrapy with a Land Path from their current location (or **ITALIA** if none);
- Units currently in the Second Punic War box remain there.

3.7.6. Strengthened Defenses Segment

Remove all Strengthened Defenses (SD) markers (6.2) from the map and from the Dispersed Box and return them to their Kingdom's supply.

3.7.7. Inflation Segment

Each Kingdom loses half of its current Treasury.

3.7.8. End of Turn Segment

All Leaders are set to Fresh. Return all on-map Leaders to Court (remove blocks from the map). Hostages retain their Hostage markers.

Retain all Event Cards that were not drawn during the Action Phase; these will go into the next Turn's Event Deck (3.2).



Advance the Turn marker one space clockwise.

4. EVENTS

IMPORTANT: If some parts of an Event's instructions cannot be fulfilled, ignore them and fulfill what you can, subject, for Pending Events, to the relevant section having been Triggered.

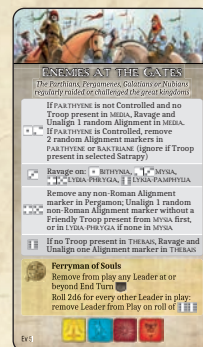
There are four types of Event Cards.

4.1. Recurrent Events

Recurrent Events are recognized by their silver background, as well as the Activation Sequence displayed at the bottom of the card.

Recurrent Events are added to every Turn's Event Deck. There are always six of these in play. Ev 7 'Skerdilaidas' is removed from play and replaced by Ev 8 'Dirty Business in Rome' at the start of Turn 6.

NOTE: Both Events show a banner with a "6", respectively black and white, as a mnemonic to replace one with the other at the start of Turn 6.



When a Recurrent Event is drawn, its associated Event text is immediately resolved, a game mechanic is potentially activated (see below), then a round of Activations by the Kingdoms and Rome takes place (3.6). The card is then discarded until the next Turn.

Five Recurrent Events include a game mechanics section at the bottom of the card, highlighted and marked by a gears icon. These are resolved after the Event but before the round of Activations:

- Ev 2 'Aitolian Ambition': *Ambitious Generals* (4.10);
- Ev 3 'Stasis & Intrigues': *Storms & Worms* (4.8);
- Ev 4 'Northern Border Aflame': *Second Punic War Continuation* (4.9);
- Ev 5 'Enemies at the Gates': *Ferryman of Souls* (4.7);
- Ev 6 'Revolt!': *Intrigues at Court* (4.6).



4.2. Winter Quarters

Ev 1 'Winter Quarters' Event Card is unique and shows only its title and illustration.

Like Recurrent Events, the 'Winter Quarters' Event Card is included in every Turn's Event Deck. When it is drawn it prompts the end of the Action Phase if drawn after at least four Recurrent Events have been drawn that Turn. If drawn before that condition is met, the Winter Quarters Event Card is shuffled back into the Event Deck.

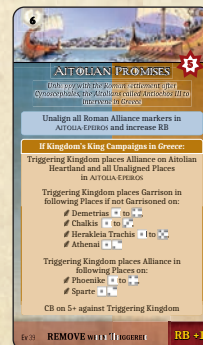


4.3. One-Off Events

All other events are One-Off Events. They can be recognized by their background color: steel blue for an Immediate Event, copper for a Pending Event or split steel blue and copper for an Immediate/Pending Event.

One-Off Events are added at the beginning of a Turn during the Decks Preparation Phase, based on their associated Turn, shown at top left of the card.

Immediate Events are implemented immediately when drawn, while Pending Events are only Triggered if a Kingdom (or, when specified, Rome) fulfills the specific Trigger Condition written in the deep copper box and elects to Trigger the Event (Rome always Triggers its Events). Triggering an Event requiring a Leader Activation (usually to undertake a specific Check) counts as that Kingdom's Activation (5.1). For Immediate/Pending Events, the text in the lighter copper box under the dark copper Trigger Condition is only applied if that condition is Triggered.



IMPORTANT: A Kingdom may only Trigger a Pending Event during its own Activation.

Purely Immediate Events are usually removed from play as soon as they have been implemented (unless instructed differently in the bottom box), while Pending Events remain available for being Triggered until a Power Triggers them. A Pending Event is usually removed from play as soon as it has been triggered and implemented (some Events have specific behaviors).

Barring an explicit mention to the contrary, all One-Off Events that were drawn during the Turn are removed from play at the end of the Turn, including Pending Events that were not Triggered. Undrawn One-Off Events stay in the Event Deck for the following Turn.

4.4. Visual Cues on Cards

Some Events may have an impact on Roman Belligerence (RB, 8.2) and/or provide a Casus Belli (CB, 8.5) to Rome. This is described in the text of the Event and reinforced by visual cues on the card:

★ A star with a number within, positioned to the lower right of the picture, denotes an Event which may provide a Casus Belli to Rome, with the number shown being the Casus Belli threshold (8.5). If there is a 'A' within the star, the Casus Belli is Automatic (Rome goes to War without a roll);



★ If the star has a red background with the number in white, then the Casus Belli is tested:

- in all cases for an Immediate or Immediate/Pending Event (if CB in blue box),
- only if Triggered for a Pending effect (copper box), in which case it shows a thin white border;

★ If the star has a white background with the border and number in red, this means that the Casus Belli is conditional to some specific action being undertaken or result achieved (see Event text);

★ In all cases, see the Event text to see when (and if) to test the CB, or refer to the Card Appendix for more details;

★ A box with 'RB' followed by a positive or negative adjustment value (or 'Variable'), positioned in the lower right corner of the Event Card, denotes an Event which may increase or decrease Roman Belligerence. The adjustment takes place upward or downward as instructed;

★ If the box has a red background, the RB adjustment takes place:

- in all cases for an Immediate or Immediate/Pending Event (if RB impact in blue box),
- only if Triggered for a Pending effect (copper box), in which case it shows a white border;



★ if the box has a whitish background, the RB adjustment is conditional to some specific action being undertaken or result achieved (see Event text);

★ In all cases, see the Event text to see when (and if) to adjust RB, or refer to the Card Appendix for more details.



The text of many Events includes a number of individual options preceded by a varying number of green or red thumbs icons. These are linked to the results of specific 'Checks' of a specific quantity (usually a Leader Rating or some combination thereof) mandated by the Event. The result to be applied is the one for which the number of, respectively, green "Thumb Up" 👍 icons or red "Thumb Down" 👎 icons matches the number of Successes or Failures achieved in the specified Check (2.14).

NOTE: When such an Event shows no result box associated with a red "Thumb Down" 👎 icon, this means that the Event has no effect if the Check is Failed.

4.5. Succession Crises

Succession Crisis Event Cards are added to the Event Deck immediately upon the death of a King. There is one Succession Crisis specific for each of the three Kingdoms.

NOTE: The Succession Crisis to be used for the Ptolemies is Ev 9 'Lagid Succession Crisis', and the one for Macedon is Ev 11 'Antigonid Succession Crisis', after the official names of these dynasties.

Succession Crisis Event Cards are Immediate Events, and are resolved

when drawn. For the resolution of a Succession Crisis, add to the Intrigue Rating 🧠 of the King and Chief Minister half of their Renown 🌟 (negative or positive).

Should the resolution of a Succession Crisis result in the death of the King or Chief Minister, wait until the Event is fully resolved before appointing replacements. Should it result in the King being removed from play, do not put the Succession Crisis Event Card back into the deck.

A Succession Crisis Event Card is set aside for future use once resolved. Undrawn Succession Crisis Event Cards stay in the Event Deck for the following Turn.

4.6. Intrigues at Court

When the Recurrent Event Ev 6 'Revolt' comes up, once the Event text is resolved, every Kingdom must check for *Intrigues at Court*. All *Intrigues at Court* resolutions are deemed to occur simultaneously in all Kingdoms.

For all aspects of the resolution of *Intrigues at Court*, adjust the Intrigue Rating 🧠 of every Leader by adding to it half of their Renown 🌟 (negative or positive).

DESIGN NOTE: A Leader with negative Renown 🌟, particularly a King, is more fragile in court intrigues or during succession crises, and their Intrigue Rating 🧠 is effectively decreased (by adding a negative amount) in these situations.

First, total the adjusted Intrigue Ratings 🧠 of all Friends At Court and compare it to the adjusted Intrigue Rating 🧠 of the King:

IMPORTANT: If the Chief Minister is At Court, the player may use their adjusted Intrigue Rating 🧠 instead of the King's. If there is no King, the player must use the Chief Minister's Rating even if not At Court.

- ★ If this total strictly exceeds three times the King's adjusted Intrigue 🧠 (twice if the Kingdom currently has no King), there is one Plot to resolve; OR
- ★ If this total strictly exceeds four times the King's adjusted Intrigue 🧠 (three times if no King), there are two Plots to resolve; OR
- ★ If this total strictly exceeds five times the King's adjusted Intrigue 🧠 (four times if no King), there are three Plots to resolve.

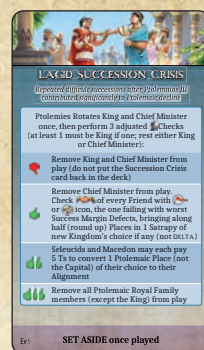
The first Plot always pits two random Friends At Court (possibly including the Chief Minister if At Court) against each other. Each one Checks their (adjusted) Intrigue 🧠: if at least one of them obtains a Success, the contestant with the worst Success Margin is removed from play. In all other cases including ties, nothing happens.

If there is a second Plot, it pits the Chief Minister (even if not At Court) against one random Friend At Court. Resolve the Plot as above.

If there is a third Plot, it pits the King (even if not At Court) against one random Friend At Court (possibly the Chief Minister if At Court). If there is no King, the Plot targets the Chief Minister (cannot be against himself). Resolve the Plot as above with a +1 THM to the King, if one, for his Intrigue Check 🧠.

If a Plot is called for that cannot be resolved by lack of protagonists, disregard that Plot. A Friend may be involved in multiple Plots during a single *Intrigues at Court* resolution.

DESIGN NOTE: Except for the King and Chief Minister, only Friends who are At Court are taken into account and at risk during Intrigues at Court; Friends who are on the map, usually as Strategos of a Force, are not, though they are at risk of Ambitious Generals Checks.



4.7. Ferryman of Souls

When the Recurrent Event **Ev 5 'Enemies at the Gates'** comes up, once the Event text is resolved:

- Remove from play every Leader whose End Turn matches or precedes the current Turn (the latter only possible if 'Enemies at the Gates' was not drawn during a previous Turn);
- For all other Leaders, roll two dice (2d6): on a roll of , remove the Leader from play.

IMPORTANT: This applies to every Leader in play (except Roman Consuls), including Hostages in Rome and Leaders not aligned with any Court.

4.8. Storms & Worms

When the Recurrent Event **Ev 3 'Stasis & Intrigues'** comes up, once the Event text is resolved, roll one die for every Squadron in play: on a roll of , eliminate the Squadron, unless it was the last Squadron of this Power, in which case it is eliminated only on a second die roll of .

REMINDER: Squadrons on Minors Banners are in play and must be rolled for too.

DESIGN NOTE: This represents both the losses to bad weather and navigation hazards during the span of the Turn ("Storms") and the decay of wooden warships over time ("Worms"). The typical lifespan of warships in this era was about 40 years.

4.9. Second Punic War Continuation

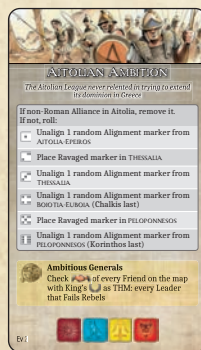
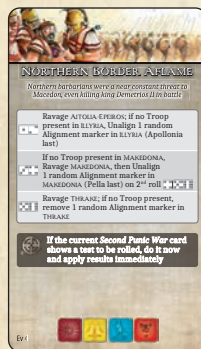
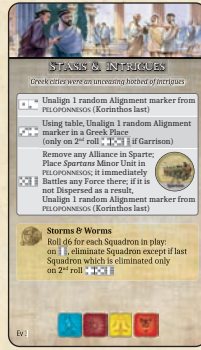
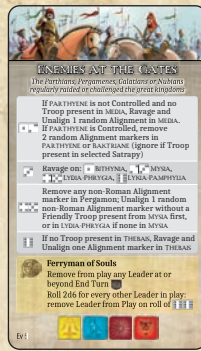
When the Recurrent Event **Ev 4 'Northern Border Aflame'** (or **Alt Ev 4 'Macedon Strikes'**) comes up, once the Event text is resolved, if the current Second Punic War card (8.3) shows a test to be rolled (such as a possible capture of Rome by Hannibal in Step 3), roll it again now and apply any results immediately.

4.10. Ambitious Generals

When the Recurrent Event **Ev 2 'Aitolian Ambition'** (or **Alt Ev 2 'Clashing Ambitions'**) comes up, once the Event text is resolved, each Kingdom must Check the Loyalty  of each of its Leaders who are on the map, except its King. The personal Renown  of the King is applied to each Check as a THM.

Every Leader that Fails this Check immediately Rebels as per 2.2.10.

IMPORTANT REMINDER: The Loyalty Rating of a Leader is reduced by their personal Renown  if positive (2.2.5).



5. ACTIONS

5.1. Activation

Whenever a Kingdom's symbol comes up in the Activation

Sequence of the active Recurrent Event (3.6), it may pass or Activate one and only one of its Leaders to either:

- Undertake one of the nine Actions listed below (which may satisfy the requirement to Trigger a Pending Event (4.3));
- Meet the specific requirement to Trigger one Pending Event; or
- Use one Special Ability listed on that Leader's Card requiring an Activation.

Conversely, a Leader may only be Activated in the appropriate sequence during the resolution of a Recurrent Event.

NOTE: Some Pending Events do not require a Leader to be Activated to be Triggered (4.3). They still can be Triggered by a Kingdom only during that Kingdom's Activation. Refer to individual Event texts for specific requirements.

To undertake an Action, the Leader must be Available and have the associated Capability Icon. Some Actions have further requirements, such as being allowed only to a King or Chief Minister.

IMPORTANT: if a Kingdom has no Available Leader with the required Capability Icon, the Action cannot be undertaken under any circumstances.

To Activate a Leader, whether for an Action, Triggering a Pending Event, or using a Special Ability, Rotate the Leader a quarter of a Turn to the right (unless instructed otherwise).



5.2. Land Campaign

The Land Campaign Action allows a Leader to Muster a Force of Land Units, move (if desired) to an Adjacent Satrapy, meet in Battle Enemy Forces, and undertake Sieges, Subjugation attempts and/or Plundering. A Leader may perform some or all of these during each Land Campaign Action (though fighting and not winning a Battle may limit a Leader's options).

5.2.1. Initiation

Designate the Origin Satrapy, which must be any Satrapy Controlled by that Kingdom (for Roman Campaigns, a Roman-Controlled Satrapy or **ITALIA**), or a Satrapy with a Friendly Force.

Designate the Target Satrapy, which may be the Origin Satrapy, any Adjacent Satrapy, or a Satrapy linked by a Straits Crossing. If the Origin Satrapy is not Controlled by the Campaigning Kingdom, or if an enemy Force is present there, the Target Satrapy must be the same as the Origin Satrapy.

Announce which Powers and/or Places Unaligned or in Revolt, and, where appropriate, whether only Alliances or also Garrisons, are being targeted by this Campaign. This is important for possible Reactions (6.0) and what constitutes Acts of War (2.12) or provide a Casus Belli to Rome (8.5).

Activate an Available Leader with the Military icon  as Strategos ("General") and place his Leader block, if not already on the map, in the Origin Satrapy (allocate a generic Strategos marker and block to him if not the King or the Chief Minister).

5.2.2. Muster

The Strategos, if already on the map and with a Land Path to the Origin Satrapy, may retain any Units already in his Force. Land Units that are not retained or have no Land Path to the Origin Satrapy are placed in the Dispersed Box.

The Strategos may Muster additional Units to his Force as follows:

- Any on-map face-up Land Units controlled by the Kingdom with a Land Path to the Origin Satrapy;
- Any face-down Military Colonists Units with a Land Path to the Origin Satrapy if the Kingdom Controls the Home Satrapy of the Unit;

- Any face-down Allied Minor Units with a Land Path to the Origin Satrapy, if both the Origin and Target Satrapies are within the Minor's allowed Regions (2.13.10);
- Any face-down Mercenary Units with a Land Path from one of their Home Satrapies to the Origin Satrapy if the Kingdom has at least one Aligned Place in their Home Satrapy and pays 2 Ts.

Units Mustered as above, even if already in the Origin Satrapy, are placed face-up on the Leader's Card.

A Strategos may never Muster Units from another Leader's Card.

A Strategos must have at least one Troop in his Force for a Land Campaign.

5.2.3. Logistics Costs

The Strategos must pay for each Unit in his final Campaigning Force the Supply Cost of the Target Satrapy plus any Border Supply Cost between the Origin Satrapy and the Target Satrapy.

A King as a Strategos pays three less Talents for the first Unit in his Force in every Campaign.

EXAMPLE: The Seleucids Activate their King, **ANTIOCHOS III**, for a Campaign from **SELEUKIS** (Origin Satrapy) into **KOILE SYRIA** (Target Satrapy). **ANTIOCHOS** was already Activated once this Turn for a Campaign in **BAKTRIANE**, where he has two Units (the Royal Army and the Katoikoi Upper Satrapies) on his card. He elects to retain both Units with him, and, in addition, Musters in **SELEUKIS** the Seleucid Siege Train Unit (which was in **SELEUKIS**) and the Katoikoi Asia Minor (face-down in their Home Satrapy of **LYDIA-PHRYGIA**, with a Land Path to **SELEUKIS**) for a total of four Units. The Seleucid King must then pay nine Ts (12 minus 3 for the first Unit in a King's Force) for taking his four Units into **KOILE SYRIA** (Supply Cost of 3).

DESIGN NOTE: One should think of a Kingdom as a whole, at least inasmuch as its Satrapies are continuous. Land Campaigns are led against Satrapies Adjacent to this whole, paying costs associated with the Target Satrapy.

5.2.4. Battle

Place the Campaigning Leader's block in the Target Satrapy, unless the Campaigning Force was crossing a Straits Crossing which was successfully Interdicted (6.5), in which case the block is placed back in the Origin Satrapy.

If there is an Enemy Force in the Target Satrapy, either already present or as a result of Emergency Muster Reaction (6.1), and that Force does not Withdraw (6.3), a Battle takes place between the Campaigning Force and the Enemy Force.

All Troops of a given Power and its Minor Allies located in the Target Satrapy, whether on Leader Cards or not, give Battle together. Use the Battle Rating of the King or Consul if present, or any present Leader of the choice of the player if not.

IMPORTANT: If a Campaigning Force meets in the Target Satrapy a Force of a Power it is not at War with, there is no Battle unless one of the Forces decides to give Battle. However, no Siege or Subjugation Attempt may be attempted against a Place Aligned with such a Force, nor Plundering in a Satrapy Controlled by such a Force (5.2.5). Any attack on Units of a Major Power is an Act of War (2.12).

If multiple Enemy Powers are in a Satrapy, the Campaigning Force must Battle them sequentially, but the order of Battle resolution is up to them.

Resolve the Land Battle and apply resulting consequences as per 7.1.3.



5.2.5. Campaign Options

If the Campaigning Force is Victorious in all its Battles, or does not fight any, it may continue its Campaign by executing up to four Campaign Options among:

- Siege Attempts;
- Subjugation Attempts;
- Up to one Plundering.

The allocation of the four Campaign Options between these choices must be announced before any roll is made, within the list of targets announced when the Campaign was initiated (5.2.1).

No Siege or Subjugation Attempt may be done against a Place Aligned with a Kingdom having at least one Land Unit or Allied Minor Unit in the same Satrapy, nor any Plundering in a Satrapy Controlled by such a Kingdom.

IMPORTANT: This includes an Enemy Force remaining in the Satrapy after an Indecisive Battle. If such Campaign Options are sought, the Non-Friendly Force must be destroyed in Battle or forced to Withdraw.

5.2.6. Siege

Siege Attempts may only be done against Cities.

IMPORTANT REMINDER: Any Siege Attempt against a Garrison is an Act of War against the Aligned Power. Siege Attempts against an Alliance are not.

Check the Strategos's Siege Rating, applying appropriate To Hit Modifiers (THMs) as follows (cumulative):

- Intrinsic THM if a Stronghold;
- 1 THM if there is a Strengthened Defenses marker (6.2);
- +1 THM if the Strategos's Force includes a Siege Train (2.13.7).



Siege Attempts are rolled together, and the results allocated freely to determine Successes against any of the target Cities in the Satrapy (per 5.2.1). Each Siege Success places a Garrison or Alliance (besieger's choice if either allowed); Port Cities benefitting from Sea Support (6.4) require two Successes to place an Alignment marker. Any Siege Success or natural Siege roll of removes any Strengthened Defenses marker on that City.

If a Kingdom, through a successful Siege, places a Garrison on a Greek City, immediately Unalign all Greek Places with Alliances of this Kingdom in the same Satrapy.

Whenever a Stronghold City with a THM of -2 is captured by Siege, the Campaigning Strategos gains one Renown point.

EXAMPLE: A Campaigning Force in KOILE SYRIA is now trying to capture as many of the Satrapy's five Cities as possible; one of the Places (Tyros) is a Stronghold (THM -1), three (Tyros, Sidon and Ptolemais Ake) are Ports. The Strategos has a Siege Rating of 2 and allocates all four Campaign Options to Siege. Four dice are rolled, getting and ; the roll allows the capture of Tyros with its -1 THM, and the allows for the capture of any one other City of his choice. If a Non-Friendly Kingdom were Supporting the Port Cities by Sea, two Siege Successes would be required to capture any of the Port Cities, and the four rolls above would yield either one of the Port Cities (but not Tyros, which, with a THM of -1, requires 2x to be captured by a Strategos with a Siege Rating of 2) or the two inland Cities (which do not benefit from the Sea Support). With a Siege Train, these rolls would allow the capture of one of the Port Cities including Tyros or of both inland Cities (assuming no Strengthened Defenses).



5.2.7. Subjugation

Subjugation Attempts may only be done against Tribes. They are rolled together, and the results allocated freely to determine Successes against any of the Tribes in the Satrapy.

IMPORTANT REMINDER: Subjugation Attempts only target Alliances and, as such, never constitute an Act of War, but may give Rome a Casus Belli (8.5).

Check the Strategos's Battle Rating , applying any Intrinsic THM if a Stronghold.



Each Success places an Alliance marker.

5.2.8. Plundering

Plundering is automatically successful but can only be done once per Campaign.

IMPORTANT: Declaring the Plunder of a Controlled Satrapy is an Act of War against the Controlling Power, unless the Satrapy is Controlled through a majority of Alliances (2.6.2). In the latter case, if the Controlling Power is Rome, Rome receives a Casus Belli against the Plundering Power (8.5).

A Kingdom is never allowed to Plunder a Satrapy it Controlled at the start of the Campaign Action.

Place a Ravaged marker in the Target Satrapy and collect three Talents per Unit in the Campaigning Force, up to a maximum of the Full Tax Value of the Target Satrapy (none if already Ravaged).

EXAMPLE: A Campaigning Force of three Units Plunders in KOILE SYRIA (Tax Value: 4/7): it collects seven Ts (the Full Tax Value of the Satrapy) and a Ravaged Marker is placed; if the Force had only included two Units, only six Ts would have been collected (the Ravaged marker would have still been placed).



5.3. Naval Campaign

The Naval Campaign Action allows a Leader to Muster a Force of Squadrons, move (if desired) to any Sea Area along a Path of Friendly Seas, meet in Battle Intercepting Squadrons, and possibly undertake Plundering of Coastal Satrapies. A Leader may perform some or all of these during each Naval Campaign Action (though fighting and not winning a Battle may limit a Leader's options).

5.3.1. Initiation

Designate the Origin Sea Area, which may be any Sea Area with one or more Friendly Squadrons.

Designate the Target Sea Area, which may be any Friendly Sea Area with a Path of Friendly Seas from the Origin (2.7). This may be the Origin Sea Area if Friendly.

IMPORTANT: The Pirates mercenary Squadron (which comes in play through the 'Skerdilaidas' Event) always treats the Adrias Sea Area as Friendly.

Announce which Powers, Major or Minor, are being targeted by this Campaign. This is important for possible Reactions (6.0) and what constitutes Acts of War (2.12) or provide a Casus Belli to Rome (8.5).

Activate an Available Leader with the Military icon as Strategos and place his Leader block in the Origin Sea Area (allocate a generic Strategos marker and block to him if not the King or the Chief Minister).

5.3.2. Muster

The Strategos, if already on the map, must Disperse any Land Unit already in his Force.

The Strategos may add to his Force any Squadrons in the Origin Sea Area and along the Path to the Target Sea Area as he progresses. Squadrons so Mustered are placed on the Leader's Card as his Force moves.

A Strategos must have at least one Squadron in his Force at all times for a Naval Campaign.

5.3.3. Logistics Costs

The Strategos must pay for each Squadron added to his Campaigning Force a Logistics Cost of three Talents. The payment must be made at the instant the Squadron is added to the Campaigning Force and placed on the Leader's Card.

A King as a Strategos pays three less Talents for the first Squadron in his Force in every Campaign.

NOTE: If the Rhodian Squadron (Rhodes being an Allied Minor) is added to a Campaigning Force, and that Force later moves out of its allowed Sea Areas (2.13.10), the Minor Squadron must be dropped off in the last allowed Sea Area.



EXAMPLE: The Ptolemies Activate a Friend, **THEODOTOS**, to undertake a Naval Campaign from the Aigyption Pelagos (Origin Sea Area) to the Propontis (Target Sea Area). He Musters one Squadron present in the Aigyption Pelagos and picks up the Allied Rhodian Squadron in the Pamphyliion Pelagos, for a total of two Squadrons and a total Logistics Cost of 6 Ts. Note that, should **THEODOTOS** be Intercepted in the Aigyption Pelagos, he would give battle without the Rhodian Squadron since it has not been added to the Force yet and cannot reinforce since that Sea Area is outside of the allowed Sea Areas for the Rhodians.

5.3.4. Battle

Whenever an Enemy Force intercepts the Campaigning Force along its Path, including the Origin and Target Sea Areas (5.3.1), a Naval Battle (7.2) takes place between the Campaigning Force and the Intercepting Force.

Execute all Interceptions before resolving Naval Battles. All Units of a given Power and its Minor Allies located in a given Sea Area give Battle together. If multiple Powers Intercept in a Sea Area, the Campaigning Force must Battle them sequentially (see 6.6 for order).

IMPORTANT: If a Campaigning Force meets along its Path a Force of a Non-Friendly Power, there is no Battle unless the Non-Friendly Force declares an Interception.

DESIGN NOTE: A Campaigning Naval Force that is Intercepted may be reinforced (for free) in battle by Friendly Squadrons in range (6.6), but such reinforcing Squadrons do not join the Campaigning Force and remain in the battle Sea Area (if not Sunk).

If a Campaigning Force is Defeated, the Campaign is immediately aborted: the Campaigning Leader's block is removed from the map and the Strategos returned to Court. Any surviving Squadron may stay in the Sea Area where the Battle took place, or be withdrawn to an Adjacent Friendly Sea Area.

As long as the Campaigning Force is neither Defeated nor entirely Sunk, it may pursue its Campaign, including Plundering along the way (5.3.5), all the way to its Target Sea Area.

5.3.5. Plundering

A Campaigning Force that includes at least one Squadron may Plunder up to 4 Coastal Satrapies all along its Path as it progresses, including the Origin and Target Sea Areas, as long as it remains undefeated. Plundering from a given Sea Area may be Intercepted per 6.6. No Plundering may be done in a Satrapy with at least one non-Friendly Troop.

IMPORTANT: Plundering a Controlled Satrapy is an Act of War **X** against the Controlling Power, unless the Satrapy is Controlled through a majority of Alliances (2.6.2). In the latter case, if the Controlling Power is Rome, Rome receives a Casus Belli against the Plundering Power (8.5).

Place a Ravaged marker in the Plundered Satrapy and collect three Talents per Squadron in the Campaigning Force, up to a maximum of the Full Tax Value of the Plundered Satrapy (none if already Ravaged).

NOTE: Squadrons which reinforced the Campaigning Force subsequently to an enemy Interception are not part of the Force and so cannot Plunder.

EXAMPLE: A Campaigning Force of two Seleucid Squadrons starting in the Pamphyliion Pelagos Plunders **KYPROS** (Tax Value: 3), collecting three Ts (the full Tax Value). A Ravaged marker is placed on **KYPROS**. The Campaigning Force then proceeds to Aigyption Pelagos where it beats back an Interception without any loss, and then Plunders **KOILE SYRIA** (Tax Value: 4/7): it collects six more Ts (not the Full Tax Value of the Satrapy as, with only two Squadrons, it cannot Plunder more than six Ts total). Another Ravaged marker is then placed on **KOILE SYRIA**.



5.3.6. Naval Campaign Conclusion

At the conclusion of the Naval Campaign, return all surviving Campaigning Squadrons to the map in the last Sea Area and place the Strategos in an Adjacent Satrapy with an Aligned Port City (**KRETE** if in *Kretikon Pelagos* and Rhodos not Aligned).



5.4. Overseas Campaign

The Overseas Campaign Action allows a Leader to Muster a combined Force of Land Units and Squadrons, invade a Coastal Satrapy, meet in Battle Enemy Forces, and undertake Sieges, Subjugation attempts and/or Plundering. A Leader may perform some or all of these during each Overseas Campaign Action (though fighting and not winning a Battle may limit a Leader's options).

5.4.1. Initiation

Designate the Origin Satrapy, which must be a Coastal Satrapy Controlled by this Kingdom.

Designate the Target Satrapy, which may be any Coastal Satrapy with a Path of Friendly Seas from the Origin Satrapy (2.7).

IMPORTANT REMINDER: Rome may never undertake Overseas Campaigns.

DESIGN NOTE: While Rome had the capability to undertake Overseas campaigns, it did not do so in this theater, except to cross the Adriatic, during the game's period. Hence the game design choice to remove this option.

Announce which Powers, Major or Minor, and/or Places Unaligned or in Revolt, and, where appropriate, whether only Alliances or also Garrisons are being targeted by this Campaign.

Activate an Available Leader with the Military icon  as Strategos ("General") and place his Leader block in the Origin Satrapy (allocate a generic Strategos marker and block to him if not the King or the Chief Minister); if already on the map (for instance, if he led a Campaign Action previously this Turn), he must have a Land Path to the Origin Satrapy if not already there.

5.4.2. Muster

The Strategos, if already on the map, may retain any Units already in his Force. Any Land Unit that is not retained is placed in the Dispersed Box.

The Strategos may Muster additional Land Units to his Force as for a Land Campaign (5.2.2). In addition, he may add to his Force as escorts for the naval portion of the Campaign any Squadrons located along the Path of Friendly Sea Areas to the Target Satrapy as for a Naval Campaign (5.3.2). Units Mustered as above, even if already in the Origin Satrapy, are placed face-up on the Leader's Card.

A Strategos may never Muster Units from another Leader's Card.

A Strategos must have at least one Troop in his Force for an Overseas Campaign.

DESIGN NOTE: A Force does not need to include any Squadrons to undertake an Overseas Campaign, though it makes it highly vulnerable to enemy Squadrons along the Path. It may rely on reinforcement (for free) by Friendly Squadrons in range if Intercepted (6.6), but the only way to have Squadrons escort the Land Units to destination is to pay their Logistics cost and add them to the Campaigning Force.



5.4.3. Logistics Costs

The Strategos must pay for each Land Unit in his Campaigning Force (i.e. transported by sea) the Supply Cost of the Target Satrapy plus an additional five Talents per Unit.

For each Squadron added to his Campaigning Force as escort he must pay a Logistics Cost of three Talents (like for a Naval Campaign). The payment must be made at the instant the Squadron is added to the Campaigning Force and placed on the Leader's Card.

A King as a Strategos pays three less Talents for the first Unit in his Force in every Campaign.

EXAMPLE: Macedon Activates their King, **PHILIPPOS V**, for an Overseas Campaign from **MAKEDONIA** (Origin Satrapy) into **KYPROS** (Target Satrapy, Supply Cost of 3). **PHILIPPOS** Musters the Macedonian Royal Army and Siege Train Units (which were in **MAKEDONIA**), paying 13 Ts (the Supply Cost of **KYPROS** augmented by 5 Ts for sea transport, times two for two Units, discounted by 3 Ts since **PHILIPPOS** is King). He begins his Campaign by entering the Propontis with no escort, then enters the Aigaion Pelagos where he picks up the Allied Rhodian Squadron, for an additional Logistics cost of 3 Ts, bringing the total Logistics cost of the Campaign to 16 Ts!



*Note that **PHILIPPOS** could elect not to add the Rhodian Squadron, thus saving the additional 3 Ts, and rely on their ability to reinforce his Campaigning Force should it be Intercepted on its way to **KYPROS**, but then would not be allowed to reposition the Rhodian Squadron in Pamphylian Pelagos if there is no Interception nor to Plunder along the way.*

5.4.4. Naval Segment

If the Campaigning Force is Intercepted along its Path, resolve battles using the Naval Battle procedure (7.2). If it is Defeated at sea, the Force suffers the consequences of Defeat as per 7.2.3 and ends its Campaign.

Squadrons (but not Land Units) which are part of a Force undertaking an Overseas Campaign as escorts may Plunder one single Coastal Satrapy along the path of the Force similarly to a Naval Campaign (5.3.5).

REMINDER: Squadrons which reinforced the Campaigning Force subsequently to an enemy Interception are not part of the Campaigning Force and so cannot Plunder.

DESIGN NOTE: Unlike a dedicated Naval Campaign, the priority of Squadrons escorting an invasion Force is to protect the transport ships, not to harry the enemy coastline, hence the limitation to one single Satrapy (instead of four) that can be Plundered along the Path.

5.4.5. Landing Segment

If the Campaigning Force is not Defeated on its Path, place the Campaigning Leader's block in the Target Satrapy and the escorting Squadrons on the map in a Friendly Sea Area Adjacent to the Target Satrapy (they are no longer part of the Campaigning Force).

If there is an Enemy Force in the Target Satrapy, either already present or as a result of Emergency Muster Reaction (6.1), and that Force does not Withdraw (6.3), a Land Battle takes place between the Campaigning Force and the Enemy Force. Resolve any such battles using the Land Battle procedure (7.1).

IMPORTANT REMINDER: If a Campaigning Force meets a Force of a Power it is not at War with, there is no Battle unless one of the Forces decides to give Battle. However, no Siege or Subjugation Attempt may be attempted against a Place Aligned with such a Force, nor Plundering in a Satrapy Controlled by such a Force (5.2.5). Any attack on Units of a Power is an Act of War **X**.

If the Campaigning Force is Victorious in all its Battles in the Target Satrapy, or does not fight any, it may continue its Campaign by executing up to four Campaign Options as per 5.2.5, 5.2.6, 5.2.7 and 5.2.8.



5.5. Envoy

The Envoy Action allows a Leader to attempt to shift Places from their existing Alignment to one's own Alignment.

5.5.1. Initiation

Designate a Target, which may be any Satrapy directly Adjacent to, or separated only by Sea Areas from, a Satrapy where the Acting Power has at least one Aligned Place. The Target Satrapy must include at least one Non-Friendly Greek or Free City or Tribe; Subject Cities and Tribes may not be the Target of Envoy.

An Envoy Action may not target a Revolt.

Activate an Available Leader with the Diplomacy Icon as envoy.

5.5.2. Cost

It costs one Talent. A player may pay an extra bribe of two Talents to gain a +1 THM on all their rolls.

5.5.3. Procedure

The player rolls two Checks against the Activated Leader's Diplomacy Rating . A player does not need to predesignate which Place in the Satrapy is being Targeted by the Diplomacy Check but applies each roll sequentially to one Place in the Satrapy after seeing all rolls (see example, below).

Apply the following THMs:

- ✦ -1 THM to any Place with an existing Alliance marker;
- ✦ -3 THM to any City with an existing Garrison marker.

Every Success Unaligns a Non-Friendly Alignment marker or places one's own Alliance marker if already Unaligned.

EXAMPLE: An Envoy Action is undertaken by a Seleucid Leader with a Diplomacy Rating of 3 against **IONIA**. Before the Action, Ephesos is Unaligned and Miletos has a Ptolemaic Garrison. The player elects to spend two extra Talents, for a total of three Ts, in order to get a +1 THM on their rolls. Since Miletos is Garrisoned, a natural roll of is needed to



Unalign this City (without the extra bribe it would not be possible at all with a 3-rated envoy). The envoy rolls and , yielding two Successes if applied against Ephesos and none if applied against Miletos. This is because even the best roll () is not good enough to remove the Garrison in Miletos, so the only possible result is to place an Alliance in Ephesos. Had a been rolled instead of the , it would have been possible to remove the Garrison in Miletos with the , and then to place an Alliance in either Miletos (now Unaligned) or Ephesos with the (which is a Success thanks to the +1 THM).



5.6. Lobbying

The Lobbying Action allows a Leader to attempt to improve their Kingdom's influence in the Roman Senate.

5.6.1. Initiation

The Lobbying Kingdom must own an Aligned Place in a Coastal Satrapy.

Activate an Available Leader with the Diplomacy Icon as lobbyist.

5.6.2. Cost

It costs two Talents. A player may pay an extra bribe of two Talents to gain a +1 THM on all their rolls.

5.6.3. Procedure

The player rolls two Checks against the Activated Leader's Diplomacy Rating .

If at least one Success is obtained, the Kingdom may either:

- ✦ Add an Influential marker to the Senate (only if they currently have no Influence in the Senate);

- ✦ Increase the Kingdom's Influence in the Senate to Predominant, but only if already Influential and no other Kingdom is currently Predominant;
- ✦ Reduce another Kingdom's Influence in the Senate (can only reduce a Kingdom from Predominant to Influential if the Acting Kingdom already is Influential in the Senate).

EXAMPLE: Macedon undertakes a Lobbying Action with a Leader with a Diplomacy Rating of 4. Macedon is currently Influential in the Senate, while the Ptolemies are Predominant. The player elects not to spend two extra Talents, so the total cost is two Ts. The lobbyist rolls and , which are both Successes, so Macedon is allowed to decrease the Ptolemies' influence to Influential. Note that Macedon cannot increase its own influence to Predominant now despite having obtained two Successes, since only one influence shift is allowed per Lobbying Action.



5.7. Incite Rome To War

The Incite Rome To War Action allows a Kingdom with strong influence in the Senate to try to incite Rome to declare war on another Kingdom.

5.7.1. Initiation

The Incite Rome To War Action is only available to a Kingdom holding Predominant influence in the Senate, and only when the Roman Agenda is **ORBI**.

Designate a Target Kingdom.

Activate an Available Leader with the Diplomacy Icon .

5.7.2. Cost

It costs five Talents. A player may pay an extra bribe of ten Talents to gain a +1 THM on their roll.

5.7.3. Procedure

The player rolls one Check against the Activated Leader's Diplomacy Rating .

Apply the following THMs:

- ✦ -3 THM as a basis;
- ✦ -1 THM if the Inciting Kingdom's Total VPs are at least equal to the Target Kingdom's;
- ✦ Roman Belligerence.

If Successful, Rome declares War on the Target Kingdom, which can attempt to Forestall War as per 8.6.1 if eligible.

If not Successful, the Inciting Kingdom loses 1 Dynastic VP and its influence in the Senate is reduced to Influential.

*EXAMPLE: The current Roman Agenda is **ORBI** and the Ptolemies, who are Predominant in the Senate, are trying to incite Rome to declare war on Macedon. The Ptolemies have sixteen Total VPs, and Macedon fifteen. Roman Belligerence is High (+1). The Ptolemies Activate **PTOLEMAIOS V EPIPHANES** who has a Diplomacy Rating of 3, and pay the additional bribe of ten Ts for a total cost of fifteen Ts.*



*The total applicable THM is -2 (-3 (base) -1 (Ptolemies' VPs higher than Macedon's) +1 (RB) +1 (bribe)), giving **PTOLEMAIOS** one chance out of six to be Successful.*



5.8. Raise Additional Taxes

The Raise Additional Taxes Action allows a Leader to attempt to immediately collect additional Tax Revenues. Failure may lead to Revolt.

5.8.1. Initiation

Designate one or two Adjacent Satrapies Controlled by that Kingdom without a Ravaged or a Taxes Increased marker.

Activate an Available Leader with the Administration Icon .

5.8.2. Cost

There is no direct cost in Ts to attempt this Action.

5.8.3. Procedure

For each designated Satrapy, the player must perform a Check against the Activated Leader's Administration Rating, with a +1 THM if there is at least one Troop of the Kingdom (including unmustered Military Colonists) in the Satrapy:

- ✦ If Successful, immediately add to the Kingdom's Treasury the Tax Value of the Satrapy as per 3.3, and place a Taxes Increased marker in the Satrapy;
- ✦ If the Success Margin is 0, flip the Taxes Increased to its Ravaged side;
- ✦ If Failed by a Success Margin of -1, immediately add to the Kingdom's Treasury half of the Tax Value of the Satrapy as per 3.3, and place a Ravaged marker in the Satrapy;
- ✦ If Failed by a Success Margin of -2 or worse, place a Ravaged marker in the Satrapy and a Revolt marker in one randomly selected Aligned Place in the Satrapy. Then roll a die:
 - ✦ if a natural is rolled, the Activated Leader is immediately removed from play. If the King, this leads to a Succession Crisis (4.5) and appointment of a new King (2.3.1); if the Chief Minister, a new Chief Minister must immediately be appointed (2.3.3).





5.9. Build Naval Squadron

The Build Naval Squadron Action allows a Leader to build a new Squadron.

5.9.1. Initiation

This Action is only possible if the Kingdom currently has at least one Squadron left to build, or has an Alliance marker on Rhodos and the Rhodian Squadron has been destroyed.

Designate any Satrapy with a Shipyard Icon  and a Port City  Aligned with this Kingdom.

Activate an Available Leader with the Administration Icon .

5.9.2. Cost

Pay eight Talents.

5.9.3. Procedure

Place one new Squadron in a Friendly Sea Area Adjacent to the designated Satrapy, or to **RHODOS** if rebuilding the Rhodian Squadron.

NOTE: Unlike other Actions, here no Check needs to be passed, which means the Action is always an automatic Success if the costs and conditions are met.



5.10. Evergetism

The Evergetism Action allows a Kingdom to gain one Dynastic VP through the building of prestige monuments or public facilities, or other displays of dynastic grandeur.

5.10.1. Initiation

The Evergetism Action is only available if the Kingdom controls at least one of its original (i.e. printed on the map) Capital Cities.

Activate the King or Chief Minister (only these Leaders may perform this Action). The Activated Leader must be Fresh and have the Administration Icon . This Action expends all the Leader's Activations for the Turn: turn the Leader card upside down to show that they are Spent.

5.10.2. Cost

Pay twenty Talents.

5.10.3. Procedure

Perform a Check against the Activated Leader's Administration Icon  Rating.

If Successful, the Kingdom gains one Dynastic VP.

6. REACTIONS

Reactions allow a Power (even non-active) to react to some degree to a Non-Friendly Campaign or Reaction.



6.1. Emergency Muster and Strategos

There are three types of Emergency Musters (which can be combined):

- When a Controlled Satrapy is the Target of a Campaigning Force, the Controlling Power may immediately Muster any face-down Military Colonists or Allied Minor Units located in the Target Satrapy. Turn these units face-up;
- When Units of a Power that are not on a Leader's Card are about to give Battle, that Power may immediately Rotate an Available Leader with the Military icon  who is At Court and appoint him as Strategos of these Units. Place a stand-up for him on the map, and the aforementioned Units on his Leader Card;
- When a Heartland Place of a Minor Power is targeted by a Campaign (5.2.1, 5.4.1), any affiliated Minor Unit that is on that Minor's Banner or located in the same Satrapy is Emergency Mustered, as well as any Affiliated Minor Leader with the Military icon  in play that is off-map and Available.

REMINDER: Units without a Strategos use a default Battle Rating  of 2, and all Units of a given Power always give Battle together (7.1).



6.2. Strengthen Defenses

When a Satrapy is the Target of a Campaigning Force, any Kingdom with at least one Aligned City in the invaded Satrapy may immediately Rotate an Available Leader with the Military Icon  who is either already located in the Target Satrapy, or At Court, and pay one Talent per City to place a 'Strengthened Defenses' marker on any number of Aligned Cities. These markers provide a -1 THM to all Siege Attempts against their associated City.



If the Rotated Leader was At Court, place his block on the map in the Target Satrapy; if there were no Units of his Kingdom in the Satrapy, or they all Withdrew, this does not force a Battle since he is not leading a Force.

IMPORTANT: A Leader appointed to Strengthen Defenses of a Target Satrapy may lead the Units present in the Satrapy in Battle since he is present; no need to Rotate him a second time to appoint him through an Emergency Muster (6.1).

Whenever a Siege Success is achieved, or a natural Siege roll of  applied against a City with a 'Strengthened Defenses' marker, the 'Strengthened Defenses' marker is immediately placed in the Dispersed Box. All 'Strengthened Defenses' markers, whether still on the map or in the Dispersed Box, are returned to their owning Power's supply during Winter Quarters.

DESIGN NOTE: Each Kingdom only has a limited number (5) of 'Strengthened Defenses' markers; once all the 'Strengthened Defenses' markers are on the map or in the Dispersed Box, it is not possible to place more 'Strengthened Defenses' markers this Turn.

6.3. Withdrawal

When a Satrapy where Land Units of a Power are located is the Target of a Campaign, or would have to fight a Battle as a result of an Event, the Power may Withdraw some or all of them to any Adjacent Satrapies Controlled by that Power before any Battle takes place. Forces on a Leader Card must stay or Withdraw together.

Such a Withdrawal may also be done across a Straits Crossing but is then liable to being Interdicted (6.5).

6.4. Sea Support

When a Port City is the Target of a Siege Attempt, any Power may declare, before Siege Attempts are rolled, Sea Support if they already have a Squadron in a Friendly Sea Area bordering the Port City, or by immediately moving at least one Squadron into such a Sea Area from an Adjacent Sea Area.

When possible, Rome always provides Sea Support to Port Cities that are Aligned with Rome, benefit from Roman Guarantee, or are besieged by a Kingdom currently At War with Rome, and never to other Port cities.

If Rhodos is Unaligned and is the Target of a Campaign, the *Rhodian Squadron* will never Intercept the Campaigning Force but always attempt to provide Sea Support to Rhodos (from a Sea Area with no enemy Squadron if possible).

Sea Support may be Intercepted (6.6). Resolve all Interceptions before rolling for Sieges. If the Squadrons providing Sea Support are Defeated, the Sea Support is cancelled.

If a Port City enjoys Sea Support, two Siege Successes (instead of one) are necessary to capture it (5.2.6).

REMINDER: If the besieged Port City is benefitting from *Strengthened Defenses* (6.2), the first Siege Success removes the 'Strengthened Defenses' marker.

IMPORTANT: It is entirely allowed to provide Sea Support to an Unaligned Port City or to a Port City Aligned with another Power. Providing Sea Support does not constitute an Act of War ✖ (2.12). It may however provide a *Casus Belli* to Rome (8.5).

6.5. Straits Crossing Interdiction

When a Campaigning or Withdrawing Force is about to cross a Straits Crossing (either between **THRAKE** and **MYSIA**, or between **AITOLIA-EPEIROS** and **PELOPONNESOS**), any Power with one or more undefeated Squadrons in the intervening Sea Area (respectively *Propontis* or *Sikelikon Pelagos*) may Interdict the Crossing. Kingdoms may also Interdict Roman Forces crossing from **ITALIA** to **ILLYRIA** or **AITOLIA-EPEIROS** through the *Adrias* Sea Area.

IMPORTANT: A Straits Crossing Interdiction is an Act of War ✖ (2.12).

This Reaction may be Intercepted (6.6). Resolve all Interceptions before determining if the Interdiction is effective.

If the Interdicting Squadron(s) have not been Sunk nor Defeated (7.2.2), the crossing is Interdicted and the Campaigning Force must return to its Origin Satrapy (ending its Action), or the Withdrawing Force to another eligible Satrapy (if none, it is Dispersed).

6.6. Naval Interception

If a Power has any number of undefeated (7.2.2) Squadrons in, or Adjacent to, a Friendly Sea Area (not *Kretikon Pelagos*) through which a Non-Friendly Force is Campaigning or in which Non-Friendly Squadrons are providing Sea Support, Plundering or Interdicting Straits Crossings, the Power may move any number of these Squadrons into that Sea Area as a Naval Interception and force a Naval Battle (7.2).

IMPORTANT: A Naval Interception is an Act of War ✖ (2.12).

NOTE: A Force can never be Intercepted in *Kretikon Pelagos*.

Neither side may Withdraw when a Battle is initiated by Naval Interception.

Before resolving the Naval Battle, both sides may reinforce with undefeated Squadrons from the same or Adjacent Sea Areas.

If several Powers simultaneously Intercept, determine randomly the order in which the various Naval Battles are fought.

Squadrons Defeated as a result of Naval Interception must end their Campaign or Reaction. If the Squadrons were protecting a Force undertaking an Overseas Campaign, the Campaigning Force's Land Units are Dispersed (7.2.3).

7. BATTLES

7.1. Land Battles

Whenever a Force Campaigns in a Satrapy where an Enemy Force remains (5.2.4), a Land Battle takes place between the Campaigning Force and the Enemy Force.

All Troops of a given Power and its Minor Allies located in the Satrapy, whether on Leader Cards or not, give Battle together. Use the Battle Rating ⚔ of the King or Consul if present, or any present Leader of the choice of the player if not.

Only Troops may fight a Land Battle; *Siege Train* Units are not Troops and may not fight in battle.

7.1.1. Land Battle Resolution

All combat is simultaneous, unless the Satrapy has Rough Terrain and the Campaigning Force's Origin Satrapy was different from the Target Satrapy. In such a case, the Enemy Force's Troops Strike and apply Hits before the remaining Campaigning Force's Troops do (if any are left).

To Strike,

- Each Troop Checks against the Battle Rating ⚔ of their Strategos to determine whether they inflict a Hit; Troops without a Strategos use a default Battle Rating ⚔ of 2;
- Elite Troops Strike with a +1 THM;
- Any Troop rolling a natural 1 and *Legions* (whenever their Battle Check is successful) inflict double Hits.

Tally the number of successful Hits inflicted on the opposing Force. Each Strategos then allocates the Hits inflicted upon enemy Troops as desired. One Hit Routs a Regular Troop and two Hits are needed to Rout an Elite Troop.

7.1.2. Land Battle Outcome

The outcome of the Battle is determined as follows:

- If one Force (only) is entirely Routed, it is Defeated;
- Otherwise, the Force which had the most Troops Routed is Defeated;
- If the same number of Troops are Routed on both sides, the Force with the most Elite Troops that Routed is Defeated;
- In all other cases, the Battle is Indecisive.

If one side is Defeated, the other side is Victorious.

7.1.3. Land Battle Consequences

The consequences of the Battle are as follows:

- If any, the Victorious Strategos gains one Renown 🏆 point (two if the Defeated Strategos was a King), and the Defeated Strategos loses one (two if he is a King) (this can result in negative Renown 🏆);
- Routed Troops of the Defeated side go to the Dispersed Box;
- Routed Troops of the Victorious side, or of both sides if the Battle was Indecisive, as well as Troops from both sides that did not Rout, are returned to their Strategos's card; if they were not on a Leader Card, they are placed on any Leader Card of their Power that participated in the Battle (if any) or to the Target Satrapy (if none);
- If the Defeated Force includes a *Siege Train* Unit, the *Siege Train* Unit is immediately sent to the Dispersed Box;
- The Defeated Force must Withdraw as per 6.3; if unable to do so, all its Units go to the Dispersed Box. Note that in an Indecisive Battle there is no Defeated Force and both Forces remain in the Target Satrapy;
- The block of a Strategos or Consul whose entire Force is Dispersed is removed from the map, immediately ending his Campaign, and the Strategos returned to Court;
- If a Roman Force was Defeated, roll to see if RB is adjusted (8.2.2).

EXAMPLE: A Campaigning Force including one Elite and two Regular Units, and led by a Strategos with a Battle Rating of 3, meets in Battle a defending Force of four Regular Units led by a Strategos with a Battle Rating of 2. There is no Rough Terrain in the Target Satrapy so combat is simultaneous. The Campaigning Force Strikes with three dice, rolling 1, 2, and 3 for the Elite Unit and 1, 2, and 3 for the Regular Units, for a total of two Hits (the roll of 1 is a Hit for the Elite Unit due to its +1 THM).



The defending Force, with four Units, rolls 1, 2, 3, and 4, for a total of two Hits. These Hits are allocated to the Campaigning Regular Units, which causes both to Rout. The defending Force sees two of its Units Routing since they are all Regular. Neither Force is entirely Routed, both had two Units Routed, and neither had a Routed Elite Unit; as such, the Battle is Indecisive and both Forces remain in the Satrapy.

Had the Battle taken place in Rough Terrain, the two Regular Units of the Campaigning Force would have Routed before having the opportunity to Strike. This would have resulted in the Campaigning Force rolling only one die (with the Elite THM), inflicting at best one Hit unless rolling a natural 1, meaning very likely Defeat.

7.2. Naval Battles

Whenever a Force undertaking a Naval or Overseas Campaign, Plundering, providing Sea Support, or Interdicting a Straits Crossing is Intercepted (6.6), a Naval Battle takes place.

Execute all Interceptions before resolving Naval Battles. All Units of a given Power and its Minor Allies located in a given Sea Area give Battle together. If multiple Enemy Powers Intercept in a Sea Area, the Campaigning Force must Battle them sequentially.

Only Squadrons fight in a Naval Battle. Land Units involved in a Naval Battle as a result of an Overseas Campaign being Intercepted suffer the consequences of the Battle but do not contribute to its resolution.

7.2.1. Naval Battle Resolution

All combat at sea is simultaneous.

To Strike,

- Each Squadron Checks against a default Battle Rating of 2;
- The Elite Rhodian Squadron Strikes with a +1 THM;
- Any Successful Strike inflicts 1 Hit;
- Any Squadron rolling a natural 1 inflicts an extra Hit.

Tally the number of successful Hits inflicted on the opposing Force. Each Strategos then allocates the Hits inflicted upon enemy Squadrons as desired. One Hit Sinks a Regular Squadron and two Hits are needed to Sink the Elite Rhodian Squadron.

IMPORTANT: All Squadrons involved in a Naval Battle must roll to Strike, even if there is no opposing Squadron (case of an Overseas Campaign without escorting or reinforcing Squadrons).

7.2.2. Naval Battle Outcome

The outcome of the Battle is determined as follows:

- If one Force (only) has all its Squadrons Sunk, it is Defeated;
- Otherwise, the Force which had the most Squadrons Sunk is Defeated;
- In all other cases, the Battle is Indecisive.

If one side is Defeated, the other side is Victorious.

7.2.3. Naval Battle Consequences

The consequences of the Battle are as follows:

- If any, the Victorious Strategos gains one Renown point (two if the Defeated Strategos was a King), and the Defeated Strategos loses one (two if he is a King) (this can result in negative Renown);
- Sunk Squadrons from both sides are destroyed (returned to their owner and available to be rebuilt per 5.9);
- Units from both sides that were not Sunk return to their Strategos's card (if Campaigning), or to the Sea Area where the Battle took place (if not);
- Every surviving Squadron in the Defeated Force may stay in the Sea Area or be withdrawn to an Adjacent Friendly Sea Area. The Defeated Force then ends its Campaign (if one);
- If a Campaigning Force is left without any face-up Squadron while the enemy Force still includes at least one and inflicted at least one Hit, all Land Units in the Campaigning Force go to the Dispersed Box;
- The block of a Strategos whose entire Force is Sunk or Dispersed is removed from the map, immediately ending his Campaign, and the Strategos returned to Court.

IMPORTANT: Squadrons which have been Defeated can no longer provide Sea Support (6.4), Interdict a Straits Crossing (6.5), Intercept or reinforce (6.6) during the ongoing Campaign.

DESIGN NOTE: A Force undertaking an Overseas Campaign (5.4) without escorting/reinforcing Squadrons that is Intercepted without the enemy Squadrons managing to inflict even one Hit may continue its movement. This represents the invasion fleet evading detection by the enemy navy.

EXAMPLE: A Campaigning Force including two Regular Squadrons meets in Battle an Intercepting enemy Force of a single Regular Squadron.



The Campaigning Force Strikes with two dice, rolling 1 and 2, for a total of two Hits. The Intercepting Force, with only one Squadron, rolls 1 for a total of one Hit. The Intercepting Squadron is Sunk (the extra Hit goes wasted), and one of the Campaigning Squadrons is also Sunk. The Intercepting enemy Force is Defeated and the Campaigning Force may pursue its Campaign.

8. ROME

Rome is a nonplayer Power. Rome's actions are governed by its current Agenda, Belligerence level, status of the Second Punic War, Activation Card, and other specific guidelines as listed below.

8.1. Roman Agenda

At all times there is a current Roman Agenda, as shown by the current side of the card in the Roman Agenda Box. There are three possible Roman Agendas, which occur in sequence: **ILLYRICUM**, **GRAECIA** and **ORBI**. Each Agenda exists with two versions: **LIMITED WAR** and **FULL WAR**, as shown on the two sides of each Agenda card. Once Rome leaves an Agenda, it will never go back to that Agenda (though it may oscillate between **LIMITED** and **FULL WAR**).



DESIGN NOTE: The Roman Agenda sequence models an ever-increasing involvement by the Roman Republic in the affairs of the Eastern Mediterranean.

8.1.1. Progression and Triggers

Progression from one Agenda to the next is governed by Events and by the possible activation of specific Triggers on each Agenda. When an Agenda is replaced by the next one, the new Agenda is placed on the same side (**LIMITED** or **FULL WAR**) as the previous one was. Flipping a given Agenda from **LIMITED** to **FULL WAR**, or back, is governed exclusively by Events.

8.1.2. Scope of Action

Every Agenda has a Scope of Action which lists the Satrapies, Regions and Sea Areas where Rome may Campaign while the Agenda is in effect. Under no circumstances, Event or otherwise, will Rome Campaign outside of its current Scope of Action. Roman Diplomacy (8.6.4) is not limited so.

8.1.3. Allies Sought

Many Agendas list a number of Minor Powers under "Allies Sought". Whenever a Roman Activation Card is revealed that shows a Diplomacy icon () in its active box, Rome will work to bring a Minor Power into its alliance, proceeding in the sequence of the Allies Sought list (8.6.4).

8.1.4. Roman Guarantees

Once Ev 36 'All Greeks to be Free and Governed by their own Laws' is in effect, all Greek Places are Guaranteed by Rome, which may grant Rome a Casus Belli if a Kingdom meddles with them (8.5). Mark this by placing the 'Freedom of the Greeks' marker on the banner of the same name.

Rome also Guarantees all Places in the Satrapy of the Capital (only **SELEUKS** with the Seleucids) of a Kingdom that has been eliminated after a second Surrender (8.8.2).



8.2. Roman Belligerence (RB)

The Roman Belligerence (RB) Track represents the current attitude of Rome toward the other Powers, i.e. its degree of Belligerence. The track goes from -2 ("Very Low") to +2 ("Very High"), with two overflow indicators at the ends ("Aggression" above "Very High", and "War Weariness" below "Very Low").

The Roman Belligerence marker has two sides:

- A red one to show that Rome is currently At War with one or more Powers (and/or **ILLYRIA**);
- A white one to show that Rome is currently At Peace (i.e. not At War with anyone).



The current Roman Belligerence value is always applied as a Die Roll Modifier to Casus Belli rolls (8.5). The higher RB is, the more likely a given situation may result in War with Rome (8.6).

8.2.1. Aggression and War Weariness

If Rome is at Peace and Roman Belligerence would go higher than "Very High" (i.e. to "Aggression"), immediately roll one die. On an unmodified result of 6 or 1, Rome targets a Kingdom for War. To determine which Kingdom is targeted, compare the Total VPs of each Kingdom, taking into account only those Territorial VPs located within the Scope of Action of the current Roman Agenda. Then each Kingdom rolls one die, which is reduced by the difference between their adjusted Total VPs and the highest total. The highest modified roll is targeted by Rome. If tied, Rome targets the Kingdom with the least Influence in the Senate; if still tied, determine randomly. The targeted Kingdom may attempt to Forestall War as usual (8.6.1). Then return the RB marker to "Very High".

IMPORTANT: If EUMENES II SOTER is in play and there is a Roman Alliance on Pergamon, specific DRMs are applied to the rolls to determine which Kingdom is Targeted (see EUMENES II's "SCHEMER" Special Ability description)

EXAMPLE: Roman Belligerence goes to "Aggression" while the Roman Agenda is GRAECIA under FULL WAR, which means that the Scope of Action is all of Europe.



The Ptolemies are currently leading in Total VPs but all their Territorial VPs are outside of Europe, so only their one Dynastic VP (their King has zero Renown) counts; the Seleucids are next and do hold 4 Territorial VPs in Europe, which are added to the 4 Renown of their King for a total of 8 (they have no Dynastic VPs); Macedon is last in the overall VP standings but 8 of their 10 Territorial VPs are in Europe, and their King has 1 Renown for a total of 9. Consequently, the Ptolemies would subtract 8 from their die roll so they need not bother to roll; the Seleucids will subtract 1 from their roll (their total of 8 being one less than Macedon's 9), and Macedon will not modify their rolls. The Seleucids roll 6, which is modified to 3, and Macedon rolls a natural 6 so the Roman Aggression targets the Seleucids.

If Roman Belligerence would go below "Very Low" (i.e. to "War Weariness"), Rome will immediately make Peace with one or all the Powers it is currently at War with (8.7). Then return the marker to "Very Low".

8.2.2. Changes to Roman Belligerence

Roman Belligerence varies as a result of Events, of the Roman Politics roll every Turn and Roman defeats in Battle. Whenever a Roman Force is Defeated in Battle, roll a die: on a result of 1 or less, RB goes down by one level for each Legion that was Routed; on a result of 2-6, RB goes up by one level (only).

DESIGN NOTE: Defeats in the field were likely to increase opposition to a foreign war in the Senate, but might also pique Roman pride...

8.2.3. Cap on Roman Belligerence through Second Punic War

Roman Belligerence may be capped as an effect of the current Second Punic War step (8.3). Under no circumstances may Roman Belligerence be above the limit placed by the current Second Punic War status.

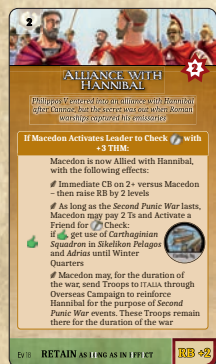
DESIGN NOTE: This represents the level of immediate threat caused by Hannibal preventing individual and factional ambitions in the East.

8.3. Second Punic War

DESIGN NOTE: At the beginning of the game, Rome and Carthage are at peace. During the course of the game, the Second Punic War will break out in the West. While generally outside the scope of the wars of the Hellenistic Kingdoms, its course and its results impact the game by limiting, usually temporarily, Rome's ability to be active in the East. If a Kingdom is willing to take the risk, there may be opportunities to get involved in the titanic struggle taking place in Italy and the Western Mediterranean.

8.3.1. Current Status of the Second Punic War

The current status ("step") of the Second Punic War is shown by the current side of the card in the Second Punic War Box. As governed by Events and some die rolls, the Second Punic War will progress from step to step and eventually result in either Rome or Carthage prevailing. Progression is always from a lower step to a higher step – never backwards.



The current Second Punic War step may influence whether the current Roman Agenda is on **FULL WAR** or **LIMITED WAR**, define if some Events are playable or not, and possibly cap Roman Belligerence and the maximum number of Squadrons available to Rome for Campaigning (to the number of Squadrons shown on the card).

DESIGN NOTE: Macedon may possibly get involved in the war and influence its outcome through Ev 18 'Alliance with Hannibal'.

8.3.2. Units in the Second Punic War Box

Land Units may be sent to take part in the Second Punic War either by Event (the four 'Hannibal's War' Events: Ev 14, Ev 17, Ev 24, Ev 31) or by Macedon if allied with Hannibal through Ev 18 'Alliance with Hannibal'. Such Units are placed in the Second Punic War box (in their respective box extensions to the right).



To send Land Units to support Hannibal through Ev 18 'Alliance with Hannibal', Macedon must undertake an Overseas Campaign with **ITALIA** as its Target Satrapy, but only pays for Naval Transport (5 Ts per Unit transported), and there is no Land Battle nor Campaign Options. The Campaigning Strategos is returned to the map as per 5.3.6.

Units in the Second Punic War box only leave this card when the Second Punic War ends, i.e. when either the 'Carthage Victorious' or 'Rome Victorious' Final Second Punic War card is revealed. They are then immediately placed in the Dispersed Box.

8.3.3. Carthaginian Victory

If the Second Punic War ends up with 'Carthage Victorious', all game elements related to Rome are ignored for the remainder of the game, including:

- ✦ Roman Agenda, Roman Belligerence, and Influence in the Senate;
- ✦ Casus Belli and Roman Activations;
- ✦ Any Event text or instruction related to Rome, CB or RB.

If Macedon was Allied with Carthage through Ev 18 'Alliance with Hannibal', they get the benefits listed on the 'Carthage Victorious' card for the remainder of the game.

8.4. Influence in the Senate

Kingdoms may gain Influence in the Roman Senate, and hence on Rome's actions, by undertaking Lobbying Actions in Rome (5.6).



Two levels of Influence are possible in the Senate:

- ✦ Influential (place appropriate marker in the Roman Senate box);
- ✦ Predominant (flip the marker).



Only one Kingdom may be Predominant at a given time.

8.5. Casus Belli (CB)

A number of Events and game actions are associated with a Casus Belli (CB) Threshold. Whenever the associated action is undertaken by a Kingdom, a die must be rolled, modified by the current RB level; if the modified result is at least equal to the CB Threshold, Rome goes to War against the acting Kingdom.



DESIGN NOTE: In Latin, "Casus Belli" literally means "Case for War". In game terms, this is an action that the Roman Senate may choose to see as a provocation or a pretext for war.

IMPORTANT: If the DRM makes it so that an unmodified roll of seven or higher would be necessary for Rome to go to War, then the Casus Belli is considered void and no die roll is made.

The following game actions have a Casus Belli Threshold:

Action	CB Threshold
Attack on Roman Unit or Garrison	Automatic
Plundering a Satrapy Controlled by Rome not through a majority of Alliances	Automatic
Attack on a Place with a Roman Alliance or Roman Allied Minor Unit	5
Plundering a Satrapy Controlled by Rome through a majority of Alliances	5
Attack on ungarrisoned, Guaranteed Place	6
Garrisoning a Guaranteed Place (through Siege)	7
Providing Sea Support to Port City besieged by Rome	6
Events	Per card
Denying Free Passage to Rome	Automatic

Any Casus Belli in the table, except per Event, is called a Provoked Casus Belli.

When a Campaign or Reaction would trigger several Provoked CBs (such as making Siege attempts against multiple Roman Allied Places in the same Satrapy, providing Sea Support to several Port Cities, or attacking a Place that is both Guaranteed and with a Roman Alliance), only one CB roll is made, using the lowest CB Threshold.

EXAMPLE: Macedon is Campaigning in **THESSALIA** where one Place has a Roman Alliance, one is Unaligned, and one has a Ptolemies' Alliance.

Rome has proclaimed the Freedom of the Greeks, which means that Rome is Guaranteeing all Greek Places. Macedon declares that they are targeting all three Places (which are all Greek). Before rolling their Siege Attempts, Macedon must roll once to check if Rome goes to War against them with a CB threshold of 5 (modified by the current RB) since one of the Places has a Roman Alliance; if none of the Places had a Roman Alliance, or if Macedon had excluded the Roman-Allied Place from their targets, they would still have to roll once, but the CB threshold would only be 6 (for attacking ungarrisoned Guaranteed Places). Later, if Macedon were to elect to place a Garrison in any of the captured Places, they would have to roll again (with a CB threshold of 7).



IMPORTANT: A Kingdom may not undertake an Action or trigger an Event that would constitute a Provoked Casus Belli if it made Peace with Rome this Turn, or if its King was removed from play earlier during the Turn.

8.6. Roman Diplomacy & War

8.6.1. Forestalling War with Rome

When Rome goes to War against a given Kingdom, that Kingdom may try to forestall war (i.e. cancel the CB) if they have some Influence in the Senate, by having an Available Leader pass a successful Diplomacy Check with the following THMs (Rotate the Leader):

Level of Influence in Senate	THM
None	Cannot attempt
Influential	-2
Predominant	0
(Only if Freedom of the Greeks proclaimed) Prior to rolling, Kingdom removes all its Garrisons in Greek Cities (replaced immediately by Roman Alliances)	+1

If war is not forestalled (whether it was attempted or not), the Kingdom's level of Influence in the Senate is reduced by one level. If the CB is cancelled, Rome does not go to War against that Kingdom (even Automatic CBs may be cancelled this way).

8.6.2. Roman Activations

Rome Activates whenever its symbol comes up in an Activation Sequence, like a Kingdom.

If Rome is at Peace, it draws a single new Roman Activation Card and only applies any Diplomacy Icon (8.6.4). If Rome is At War, it will draw one new Roman Activation Card for each ongoing War. If you run out of Roman Activation Cards, shuffle the discard pile and continue drawing as needed.

Rome may be At War with any number of Kingdoms or **ILLYRIA**, and will prosecute each War separately. Each active Roman War has an associated Roman Consul block and card, which holds any Troops allocated to this War, and shows in which Satrapy they are located. Use any available Roman Consul against **ILLYRIA**.



When Rome is At War and Activates, resolve each ongoing War in the following sequence (as appropriate): **ILLYRIA**, Macedon, Seleucids, Ptolemies.

Each Roman War is handled by the player whose Kingdom, while not being involved in this War, currently has the strongest Influence in the Senate; if tied, the Kingdom with the lowest VPs; if still tied, determine randomly from these players.

IMPORTANT: Every Roman Activation should strive, as much as possible, to progress toward Roman victory in this given War.

DESIGN NOTE: As long as the player handling a Roman War abides by all rules, including the current Agenda (8.1) in this spirit, they are free to determine the details of each Roman Activation in this one War.

Rome does not need to pay to undertake Campaign or Diplomacy Actions.

8.6.3. Roman Activation Cards

Each Roman Activation Card is divided into two boxes. The top box is labelled 'Limited War' and is used if the current Roman Agenda is on its **LIMITED WAR** side. The bottom box is labelled 'FULL WAR' and is used if the Agenda is on its **FULL WAR** side.



Each box may contain:

- A Military Icon with a Siege Rating underneath: this mandates Rome to undertake a Campaign (8.6.5) during this Activation, using the associated Siege Rating (always '4') when needed;
- A Diplomacy Icon: this allows Rome to bring a Minor Power into its alliance (8.6.4);
- A number of Legion counters (up to three) with a Battle Rating underneath: immediately adjust the total number of Roman Legions on the associated Roman Consul card to match the number shown here – use the associated Battle Rating if this Roman Consul is involved in a Battle while this Roman Activation Card is active;
- A number of Squadron counters (up to two): immediately adjust the total number of Roman Squadrons in play to match the total number of Squadrons shown on all active Roman Activation Cards, without exceeding the cap on the total number of Roman Squadrons in play shown on the current Second Punic War card.

If there are no Legions shown in the Roman Activation Card's appropriate Box, remove the associated Roman Consul block from the map, as well as any Legions on his card for this Activation. Any Allied Minor Unit which was on his card is returned face-up in its Home Satrapy.

When Legions are added to a Roman Consul that is not yet on the map, place the Roman Consul in **ITALIA**. Additional Squadrons are placed in **Adrias**.

Roman Activation Cards remain with their associated Consul until his War ends or Rome's next Activation, whichever occurs first.

DESIGN NOTE: The Battle Rating associated with the Legions represents the military ability of the Consul or Proconsul in charge of this War at this time.

NOTE: Should the Roman Agenda switch from **FULL WAR** to **LIMITED WAR**, or vice versa, while Roman Consuls and forces are on the map, immediately adjust the number of Squadrons on the map and Legions on the Consuls' Leader Cards, and use the new Battle Ratings if attacked.



8.6.4. Roman Diplomacy

When a Diplomacy Icon is shown in the active box of the current Roman Activation Card, Rome attempts to ally with one Minor. The player resolving the attempt does, as follows, for the first listed Minor that is not already Allied with Rome, proceeding in the sequence of the Allies Sought list:

- If the Heartland Place of the designated Minor has an Alliance with a Kingdom, Unalign it; for the Achaian League, Unalign only one of their Heartland Places;

✦ If the Heartland Place is already Unaligned or has a Roman Garrison (both of them for the Achaian League), place a Roman Alliance marker on it (them) and on every other Unaligned Place in the same Satrapy. The Minor is now a Roman Minor Ally (8.10).

IMPORTANT: As long as there is a non-Roman Garrison on the Heartland Place of a Minor Power, Rome cannot ally with it; proceed to the next listed Minor.

EXAMPLE: The current Roman Agenda is **GRAECIA** on its **FULL WAR** side. The Allies Sought under this Agenda are: 1. Aitolian League, 2.

Pergamon, 3. Achaian League. A new Roman Activation Card, showing a Diplomacy Icon in its Full War box, is now revealed. There is already a Roman Alliance in **AITOLIA**, showing that the Aitolian League is already Allied with Rome; one then proceeds to the next Minor, which is Pergamon. The Pergamon Place is Unaligned so a Roman Alliance is placed there; the other Places in the Satrapy of **MYSIA** (where Pergamon lays) are Abydos, which is currently holding a Seleucid Alliance, and Kyzikos, which is currently Unaligned, so a further Roman Alliance is placed in Kyzikos but not in Abydos. Pergamon is now Allied with Rome. Note that Rome is allowed to place Alliance markers in **MYSIA**, which lies outside of its Scope of Action because this is a Diplomacy Action, not a Campaign.



8.6.5. Roman Campaigns

Every Roman Consul on the map whose associated Roman Activation Card shows a Military Icon must undertake a Land Campaign against its designated enemy within the limits of the Scope of Action of the current Roman Agenda. For this, he may muster available Allied Minor Units (within their geographical limitations, see 2.13.10).

As part of a Campaign, Rome may also undertake a single Naval Campaign before or after the Land Campaign with available Roman and/or Allied Squadrons (within their geographical limitations).

IMPORTANT: Roman Naval Campaigns do not involve a Consul: simply use the available Squadrons as per 5.3 as if they had a Leader.

Roman Land Forces may trace a Land Path through the *Adrias* arrival routes (2.5.3) if they are not successfully Intercepted by Enemy Squadrons in this Sea Area (6.5).

DESIGN NOTE: This means Rome can always Campaign against **ILLYRIA** or **AITOLIA-EPEIROS**.

Roman Legions may never undertake Overseas Campaigns (5.4).

When a Roman Force captures a City by Siege, it always places:

- ✦ An Alliance if the City is Greek and Rome has proclaimed the Freedom of the Greeks;
- ✦ A Garrison in all other cases.

8.6.6. Free Passage

When undertaking a Land Campaign, Rome may want to cross non-belligerent Satrapies in order to reach Places Aligned with an Enemy. To do so, Rome may demand Free Passage. All Unaligned Places (including those in Revolt), automatically grant Free Passage to Rome. Kingdoms not currently at War with Rome have the choice to grant Free Passage or not. Kingdoms at War with Rome cannot grant Free Passage, and Rome cannot demand Free Passage through a Satrapy where all Places are Aligned with such Kingdoms.

When granting Free Passage, all Unaligned Places and all Places Aligned with a granting Kingdom are considered as being Aligned with Rome, possibly allowing a Satrapy to be considered Roman-Controlled for the purpose of being designated as an Origin Satrapy of a Roman Campaign, as long as it has a Land Path to where the Campaigning Consul is located.

IMPORTANT: Barring Interdiction (6.5), a Land Path may be traced for a Roman Consul across the special red crossings of the *Adrias* Sea Area, but never across regular Straits (2.5.1).

If that is not sufficient to allow Rome to consider the Satrapy as Roman-Controlled, Rome will instead Campaign against all enemy Places in that Satrapy in order to be able to.

If a Free Passage demand is denied by a Kingdom, then Rome will immediately go to War against that Kingdom. Resolve the current Roman Activation Card against its initial Enemy if possible (given that Free Passage was denied). Then draw a new Roman Activation Card to resolve the new War against the Kingdom that denied Free Passage.

EXAMPLE: Rome is at War with the Seleucids and wants to cross to Asia through the Propontis Straits. Rome Controls **ILLYRIA**, but **MAKEDONIA** is Fully Controlled by Macedon, and **THRACE** is uncontrolled, though it includes one Macedonian Alliance and two Ptolemaic Garrisons.



Rome will demand Free Passage from Macedon, which, if granted, would allow it to Campaign as if **MAKEDONIA** was Roman-controlled. However, it would not be enough to allow it to consider **THRACE** as Controlled since the Unaligned Place and the Macedonian Alliance only provide two of the three Places needed to. Rome must hence also demand Free Passage from the Ptolemies in order to be allowed to Campaign beyond **THRACE** across the Straits into **MYSIA** and beyond. If Macedon were to deny Free Passage, Rome would immediately go to War against Macedon, but the Consul for Seleucids would not be able to campaign against **MAKEDONIA** since it does not contain valid targets for him (Seleucids-Aligned Places). Rather, the Consul must wait until the Consul for Macedon has made progress against Macedon and established Roman Control in **MAKEDONIA**.

8.6.7. Roman War Conclusion

As soon as a Roman War is concluded, either in defeat or victory, the associated Roman Consul and his *Legions* are removed from the map, and its associated Roman Activation Card is discarded.

If it was the only War in which Rome was involved, remove the Roman Squadrons from the map as well, and flip the RB marker to its 'At Peace' side.

8.7. Victory over Rome

As soon as Roman Belligerence goes to "War Weariness", Rome immediately makes Peace with the Power that caused the RB drop, or with every Power it is at War with if the drop cannot be attributed to a single Power.

If making Peace with a single Kingdom, replace all Roman Garrisons (except Apollonia) with Alignment markers of the Victorious Kingdom. The Kingdom's player may choose to place Alliances or Garrisons provided all requirements are met. These placements do not trigger Greeks' reaction in the Satrapy (5.2.6).

If Rome was at War with several Kingdoms, replace Roman Garrisons as above, with each Kingdom placing Alignment markers in Places located in Satrapies in their background color (see 3.1). For other Places, the Kingdom with the most Aligned Places in the Satrapy does. If tied, the Kingdom with the most Aligned Places in Adjacent Satrapies does. If still tied, determine randomly.

EXAMPLE: Rome was at War with both Macedon and the Ptolemies. Rome had Garrisons in Korinthos (PELOPONNESOS), Athenai (BOIOTIA-EUBOIA) and Larisa (THESSALIA), while Macedon has a garrison in Chalkis (BOIOTIA-EUBOIA), as well as Alliances in Achaia and Megalopolis (PELOPONNESOS); the Ptolemies have an Alliance in Sparte (PELOPONNESOS). The Macedon player regains Athenai (thanks to the Garrison in Chalkis) and Larisa (THESSALIA being in Macedon's background color). Korinthos also goes to the Macedon player as they have two Aligned Places in the same Satrapy versus only one for the Ptolemies. Any Roman Alliance remains on the map.



Each Kingdom so Victorious against Rome receives one Dynastic VP and its King two Renown points. These benefits are gained each time Rome goes to Peace.

For the remainder of the Turn, the Victorious Kingdom(s) cannot undertake any action that would provide a Casus Belli (even if it would be void, see 8.5) to Rome and Rome will not under any circumstances go back to War against that same Kingdom.

8.8. Surrender to Rome

Conversely, a Kingdom may be forced to Surrender to Rome if any of the following applies:

- ✦ If Defeated, with its Royal Army Unit involved, in a Land Battle against a Roman Consul (not applicable if it already Surrendered to Rome in the past);
- ✦ If its last Capital City (2.5.6) is currently Aligned with Rome;
- ✦ (for the Seleucids or Ptolemies only, and only if they have not previously Surrendered to Rome):
 - ✦ If they Controlled at least three Satrapies in Asia Minor or Europe at the onset of the War and no longer Control any Satrapy in these two Regions - or -
 - ✦ If not the above, if they currently have no Places Aligned with them in either Asia Minor or Europe.

NOTE: It may be useful, at the start of a War between Rome and either the Seleucids or Ptolemies, to check and mark whether or not that Kingdom initially Controls at least three Satrapies in Asia Minor and/or Europe using the provided marker.



A Kingdom that has never Surrendered to Rome before may voluntarily Surrender to Rome at any point during the Action Phase. Once the Winter Quarters card is in effect, a Kingdom may not Surrender to Rome until the start of the next Turn's Action Phase.

IMPORTANT: Surrender occurs after any ongoing Campaign has been fully resolved, including any potential Campaign options.

8.8.1. First Surrender to Rome

The consequences of a first Surrender to Rome are as follows:

- ✦ For Macedon: Replace all Macedonian Garrisons in Greece with Roman Alliances;
- ✦ For the Seleucids and Ptolemies: Except in Subject Cities unless Pergamon is a Roman Ally, replace all Garrisons in Europe and Asia Minor with Roman Alliances;



DESIGN NOTE: If Pergamon is a Roman Ally, the Surrendering Kingdom's Garrisoned Subject Cities are given by Rome to Pergamon. If not, only Free and Greek Cities switch their Alliances to Rome.

- ✦ For all applicable Kingdoms: the second next in the succession line to become King is now a Hostage in Rome (8.9);
- ✦ Flip all Roman Garrisons (except Apollonia) to Roman Alliances, except in any Satrapy where a Capital City of the Surrendering Kingdom is located, where Roman Garrisons are replaced by Garrisons of the Surrendering Power (Pelousion is considered to be part of DELTA for this purpose).

NOTE: If a Kingdom has no or only one Heir in play, no one will be sent to Rome as Hostage.

For the remainder of the Turn, the Kingdom that Surrendered cannot undertake any Action that would provide a Casus Belli (even void, see 8.5) to Rome, and Rome will not under any circumstances go back to War against that same Kingdom.

8.8.2. Second Surrender to Rome

Should a Kingdom Surrender a second time to Rome, it is permanently out of the game, with all its markers, Units and Leaders, and:

- ✦ All of the surrendered Kingdom's Alignment markers in Europe and Asia Minor are replaced by Roman Alliances;
- ✦ Flip all Roman Garrisons (except Apollonia) to Roman Alliances;
- ✦ Rome Guarantees all Places in MAKEDONIA (if Macedon just Surrendered), SELEUKIS (if the Seleucids just Surrendered) or DELTA (if the Ptolemies just Surrendered).



8.9. Hostage in Rome

As a result of Surrendering to Rome, a member of the Royal Family may become a Hostage in Rome (8.8.1). Mark the Leader with the appropriate marker for as long as he is Hostage. During that time, the Leader is no longer considered to be a member of any Court. Accordingly, he is not taken into account for any *Intrigues at Court* or *Succession Crisis*, nor for succession to the position of King. This may result in him being 'skipped over' for King. If this happens, he only becomes again eligible for King after the current King is removed from play, assuming he is still alive and is no longer Hostage.

A Hostage is only released via Events; once released he rejoins his original Court and may resume normal play functions immediately.

NOTE: A Hostage is still subject to Ferryman of Souls.

8.10. Roman Minor Allies

Through Diplomacy (8.6.4) and some Events, Rome may become Allied to Minor Powers.

As long as a Roman Alliance remains in the Heartland Place(s) of the Minor Power:

- ✦ If Ev 2 'Aitolian Ambition' (or Alt Ev 2 'Clashing Ambitions'), Ev 5 'Enemies at the Gates' (on d6 1-4), or Ev 12 'Social War' requires Unaligning a Place, instead place a Roman Alliance marker;

- ✦ Rome may add the Units of the Allied Minor (2.13.10) to a Consul Leader Card for Campaigning. Geographical limitations (2.13.10) apply, and these Units may only be added if not Dispersed and if they can trace a Land Path to the Campaign Origin Satrapy (from the Minor Unit's Heartland Place). These Units or Squadrons do not count against the Roman Unit limits. Allied Minor Units on a Roman Consul's Leader Card return to the map in their Heartland's Satrapy if the Kingdom associated with this Consul surrenders (8.8).



9. VICTORY

Victory in the game is assessed on the basis of the number of Total Victory Points (VPs) of each Kingdom at the beginning of the Victory Segment of the Winter Quarters Phase of every Turn.



9.1. Automatic Victory

If a Kingdom has at least 30 Total VPs at this point, it earns an Automatic Victory: its King has managed to impose its hegemony over the Hellenistic World and has a good chance of holding off Rome from the Eastern Mediterranean.



9.2. Final Victory

If no Kingdom has won an Automatic Victory and this is the last Turn, apply any VP modifier specified by the scenario (if any for your player count). The Kingdom with the highest adjusted Total VPs wins the game. If tied, the tied Kingdom with the highest level of Influence in the Roman Senate wins. If still tied, the tied Kingdom whose King has the lowest Renown wins, then the tied Kingdom with the most Dynastic VPs.

9.3. Historical Victory Performance

Players will find in the Historical Victory Performance Table below an assessment in game terms of the historical performances of the respective Kingdoms for their information. They may assess their own game performance by comparing their Total VPs to their Kingdom's historical VP score.

HISTORICAL VICTORY PERFORMANCE IN GAME TERMS

Turn	1	2	3	4	5	6	7	8	9	10	11
Years	220-216	215-211	210-206	205-201	200-196	195-191	190-186	185-181	180-176	175-171	170-166

Seleucids

Territorial VPs	10½	14½	17	19	24	23	13½	13½	13½	13	12
Dynastic VPs	0	1	1	1	1	1	2	2	2	2	2
Renown	0	3	4	4	4	2	0	0	0	0	1
Total VPs	11	19	22	24	29	26	16	16	16	15	15

Ptolemies

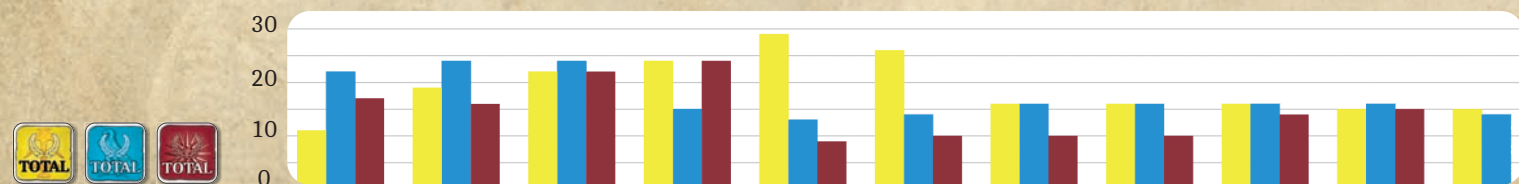
Territorial VPs	19	19½	19½	11½	10	11	13	13	13	13	13
Dynastic VPs	1	2	2	3	3	3	3	3	3	3	1
Renown	2	2	2	0	0	0	0	0	0	0	0
Total VPs	22	24	24	15	13	14	16	16	16	16	14

Macedon

Territorial VPs	16	14	18	20	9	9	9	9	12	12	0
Dynastic VPs	0	0	1	1	0	0	0	1	2	2	0
Renown	1	2	3	3	0	1	1	0	0	1	0
Total VPs	17	16	22	24	9	10	10	10	14	15	0

TOTAL VPs EVOLUTION

Turn	1	2	3	4	5	6	7	8	9	10	11
Years	220-216	215-211	210-206	205-201	200-196	195-191	190-186	185-181	180-176	175-171	170-166



10. TWO-PLAYER GAME

It is possible to play every 3-player scenario with only two players using the adjustments in this section. In all such cases, the two Kingdoms that are played are the Seleucids and Ptolemies; Macedon is always a Non-Player when using these rules.

10.1. Macedon

Non-Player Macedon is not considered to be a Major Power nor a Kingdom.

Non-Player Macedon has no VPs, no Treasury and no Influence in Rome.

Non-Player Macedon may have Garrisons and Alliances on the map from the scenario setup or as a result of Macedonian Actions (10.5).

Non-Player Macedon's *Royal Army* and *Siege Train* are kept off-map until called upon for a Campaign.

Non-Player Macedon is considered to be at war at all times with the player Kingdoms, though this does not count as a War for the purposes of considering Revenue halving (3.3) or War Exhaustion (3.7.3).

When not at War with Rome, Non-Player Macedon will always grant Free Passage to Rome (8.6.6).

When a decision needs to be made regarding Non-Player Macedon, for instance which Power is targeted by a Macedonian Campaign, the player with the least VPs makes the decision; if tie, roll a die. In any case, Non-Player Macedon must be played so as to minimize inefficient play.

10.2. Map

The Satrapy of **MAKEDONIA** is out of play for all purposes, except for Roman Campaigns, which can go through this Satrapy when granted Free Passage by Non-Player Macedon (i.e. when Rome is at Peace with Non-Player Macedon) or if Non-Player Macedon has Surrendered twice to Rome.

10.3. Macedonian Leaders

Non-Player Macedon has no Court, only a King.

All Leaders with a Macedonian affiliation are removed from play, except for **PHILIPPOS V** and **PERSEUS** (though never simultaneously).

PHILIPPOS V is in play (and King) for the first eight Turns (220 to 181). At the beginning of Turn 9 (180), remove **PHILIPPOS V** from play and bring **PERSEUS** in play (as King) for the last three Turns (180-166).

Ignore the status of the Macedonian King (no need to track Activations or Rotations).

Ignore *Ferryman of Souls* and *Intrigues at Court* for Non-Player Macedon.

The King of Macedon is still considered a King for the purposes of Battle consequences (7.1.3, 7.2.3).

10.4. Events Deck

Substitute the standard Recurrent Events **Ev 2** 'Aitolian Ambition' and **Ev 4** 'Northern Border Aflame' by the two alternates with the 'NP' banner at top left: **Alt Ev 2** 'Clashing Ambitions' and **Alt Ev 4** 'Macedon Strikes'.

Remove from play the following non-Recurrent Events:

- Ev 16 'Apelles's Plot' (Turn 1);
- Ev 18 'Alliance with Hannibal' (Turn 2);
- Ev 42 'Macedon Re-arms' (Turn 7).

The following Events are modified as follows:

- Ev 12 'Social War' (Turn 1): only implement the Immediate effect; there is no Pending effect;
- Ev 34 'Acarnanians Lynched in Athens' (Turn 5): ignore the Pending effect; Rome automatically declares War on Macedon.



10.5. Macedonian Actions

Ignore all Macedon Activation icons in Recurrent Events' Activation sequences (3.6). Non-Player Macedon acts only through Events.

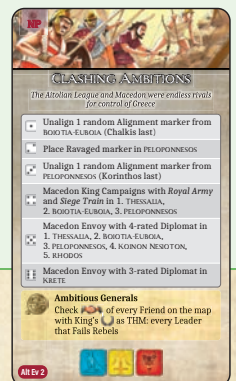
When called by an Event, execute the called upon Action with the resources and ratings listed by the Event using normal rules, with the following provisions:

- When a list of Satrapies is provided, always execute the Action in the highest priority Satrapy that is not Fully Controlled by Macedon;
- If the Macedonian King is already on the map with a Force when a Campaign Event is rolled, and the Satrapy he is located in is not Fully Controlled by Macedon, then he Campaigns in this Satrapy rather than in the Satrapy called upon by the Event;
- If the *Royal Army* is Dispersed when called upon, use a Regular Mercenary unit that is face-down and could be legally hired by Macedon instead; if none is possible, re-roll. If the *Siege Train* is Dispersed, no replacement;
- If there is no Macedonian Squadron when called upon, put one in play (within the limits of the Macedonian Squadron pool);
- When Campaigning, Macedon always Ravages the Satrapy without the need to use a Campaign Option (5.2.5). They still get four Campaign Options, either Sieges or Subjugations, to be decided upon by the player controlling their Activation.

If the Event rolled for Non-Player Macedon would be ineffective, either because of no valid target, or because of unavailability of required Troop, re-roll.

IMPORTANT: If Non-Player Macedon has Surrendered twice to Rome, ignore all Event results calling for a Macedonian Action for the remainder of the game. Do not re-roll.

EXAMPLE: A new Event card is drawn and it is the Alternate Recurrent Event **Alt Ev 2** 'Clashing Ambitions'. The players roll , generating a Land Campaign by the Macedonian King, who is currently located in **THESSALIA** (which is Fully Controlled by Macedon, as is **BOIOTIA-EUBOIA**), into **PELOPONNESOS**. After resolving the Macedonian King's Campaign, the Ptolemies player will take their Activation, followed by the Seleucids and then Rome.



10.6. Macedonian Reactions

Macedonian Squadrons always try to provide Sea Support (6.4) to Friendly Port Cities, and Intercept enemy Squadrons providing Sea Support to Port Cities attacked by Macedon.

Minors allied to Macedon only Emergency Muster (and only if Places Aligned with Macedon are Targeted).

10.7. Roman Wars against Macedon

The procedure to resolve Roman Wars against Macedon is simplified:

- When Rome is At War against Non-Player Macedon, draw a Roman Activation Card as normal (8.6.2);
- If a Military Icon  is present on the Roman Activation Card, check the Consul's Battle Rating: if a Success , Macedon Surrenders; if not, the War continues;
- No need to place the Macedonian Consul nor his Legions and Squadrons on the map;
- When Macedon is at War with Rome, re-roll all Macedonian Campaign Events until something other than a Macedonian Campaign is rolled;
- If Macedon Surrenders to Rome, apply impact on Macedon as per 8.8 as applicable.

11. KEY TERMS INDEX

Achaian League – A Minor Power, with its Heartlands in Achaia and Megalopolis in PELOPONNESOS (2.5.8)

Act of War – Any attack by a Kingdom on another Power's Unit or Garrison, Naval Interception (6.6), Straits Crossing Interdiction (6.5) or, under some circumstances (5.2.8, 5.3.5), Plundering in a Controlled Satrapy, creates a State of War, cannot be undertaken if a Peace has been sworn between two Kings or the Turn a King has been removed from play (2.12) or against Rome on the same Turn of a Peace with Rome (8.7, 8.8.1)

Action – Action by a Leader through an Activation (5.1), requires associated Capability Icon (2.2.3)

Activation – Activating an Available Leader to undertake an Action, Trigger an Event, or use a Special Ability, marked by rotating the Leader's card, no more than two Activations per Turn (5.1), expends all Activations for Evergetism Action (5.10.1)

Activation Sequence – Sequence of Kingdoms' and Rome's icons defining order of play during a round of Activations when a Recurrent Event is drawn (3.6)

Admin **Rating** – Rating for a given Leader if having the Administration Capability (2.2.3)

Administration (short: Admin) – Capability that some Leaders have, allows them to undertake Raise Additional Taxes, Build Naval Squadron and Evergetism Actions (2.2.3); the latter only if the King or Chief Minister

Adjacent – Two Satrapies and/or Sea Areas sharing a common border (2.5.1)

Affiliation – A Leader being at start attached to a Kingdom or a Minor Power (2.2)

Africa – A Region, including the Satrapies of KYRENAIKE, DELTA, PELOUSIAKON STOMA and THEBAS (2.5.2)

Agenda – See Roman Agenda

Aitolian League – A Minor Power, with its Heartland in Aitolia in AITOLIA-EPEIROS (2.5.8)

Alignment – A Place being Aligned with a Power either through a Garrison or an Alliance (2.6.1)

Alliance – Type of Alignment, may be placed on any Greek or Free Place (2.6.1)

Allied Minor Power – Minor Power allied with a Major Power through Alliances in its Heartland Place(s) (2.5.8)

Allies Sought – Sequence of Minor Powers that will be pursued by Rome as Allies under a given Agenda (8.1.3, 8.6.4)

Ambitious Generals – A game mechanism triggered by the Recurrent Event Ev 2 'Aitolian Ambition' (or Alt Ev 2 'Clashing Ambitions') which may cause one or several on-map Leaders to Rebel (4.10)

Asia Minor – A Region, including the Satrapies of MYSIA, IONIA, LYDIA-PHRYGIA, BITHYNIA and LYKIA-PAMPHYLIA (2.5.2)

At Court – Said of a Leader who is attached to a Court but not on the map (2.3), subject to *Intrigues at Court* (4.6)

Attack – Any Battle against a non-Friendly Unit (5.2.4, 5.3.4) or Siege or Subjugation Attempt (5.2.5) against a non-Friendly Place; an Act of War (2.12)

Automatic Victory – Victory achieved by a Kingdom gathering at least 30 VPs (9.1)

Available – Status of a Leader that is not yet Spent and may still be used during the current Turn (2.2)

Battle – Between Enemy Forces: Land Battle (7.1), Naval Battle (7.2)

Battle **Rating** – Rating for a given Leader if having the Military Capability (2.2.3), used in Land Battle resolution (7.1.1), Subjugation attempts (5.2.7)

Border – On-map boundary between two Satrapies or Sea Areas (2.5.1)

Bordering Sea – Sea Area bordering a Port City (2.5.5)

Border Supply Cost **+3** – Extra Supply Cost for crossing certain Borders (2.5.1), must be computed in a Campaign's Logistics Costs (5.2.3)

Build Naval Squadron – A type of Action, requiring the Admin Capability, that allows a Leader to build a new Squadron (5.9), requires a Port City and Shipyard (5.9.1)

Campaign – A type of Action, requiring the Military Capability, that allows a Leader to Muster and move a Force, Battle Enemy Forces and capture Non-Friendly Places, allows up to four Campaign Options (5.2.5, 5.3.5, 5.4.5), Land Campaign (5.2), Naval Campaign (5.3), Overseas Campaign (5.4)

Capabilities – Characterizes what Actions a Leader may undertake, denoted by specific icons shown on a stone disk (2.2.3)

Capital – Specific City within a Kingdom (2.5.6), temporary Capital (2.5.6), impact of a Capital held by Rebels (2.9.4), cause of Surrender to Rome (8.8), required for Evergetism (5.10.1)

Casus Belli – Abbreviated as CB, possible cause for War with Rome, Casus Belli thresholds (8.5), visual cues on Events (4.4)

Check – Game mechanism to resolve Actions and some Events, rolling one or more dice against a Leader Rating or a defined threshold to assess number of Successes (2.14)

Chief Minister – A Leader specifically designated (2.3.3), Intrigue rating may be used for *Intrigues at Court* resolution (4.6), may undertake Evergetism Actions (5.10)

City – A type of Place that can only be captured by Siege and may receive a Garrison or, unless Subject, an Alliance (2.5.4), may be a Port (2.5.5) and/or a Capital (2.5.6)

Coastal Satrapy – Satrapy Adjacent to a Sea Area (2.5.1)

Consul – See Roman Consul

Control – Control of a Satrapy through Alignment of more than half of its Places, may be Simple or Full (2.6.2), required for collecting Territorial VPs (2.11.1) and Tax Revenues (2.10)

Court – A set of Leaders controlled by a Kingdom (2.3)

Deep Sea Area – The *Kretikon Pelagos*, subject to Storms, Friendly to everyone (2.5.3), no Naval Interception possible (6.6)

Defeat – When a Force loses a Battle and suffers resulting consequences (7.1.2, 7.2.2)

Defection – Defection of a Leader to another Kingdom's Court (2.2.9)

Diplomacy – Capability that some Leaders have, allows them to undertake Envoy, Lobbying and Incite Rome to War Actions (2.2.3)

Diplomacy **Rating** – Rating for a given Leader having Diplomacy Capability (2.2.3)

Dispersed – State of a Unit (2.13.3), Defeated in Land Battle (7.1.3) or dismissed from a Force (5.2.2, 5.3.2, 5.4.2), ends at Winter Quarters (3.7.5)

Dispersed Box – Holding box on the game board holding Dispersed Units (2.5.11)

DRM – Die Roll Modifier, applied to a die roll

Dynastic VPs – Dynastic Victory Points (2.11.2), gained through Evergetism Action (5.10), victory over Rome (8.7) or other game effects or Events

Elite (Unit) – Unit of higher quality (2.13.2), marked by gold shading under Unit name, Strikes with +1 THM and requires 2 Hits to Rout/Sink (7.1.1/7.2.1)

End Turn – Turn when a Leader becomes liable to be removed from play through *Ferryman of Souls* (2.2.4)

Enemy – Belonging, Aligned or Allied (Minor Power) with a Power one currently is At War with (2.12)

Envoy – A type of Action, requiring the Diplomacy Capability, that allows a Leader to attempt to shift a Place's Alignment (5.5)

Europe – A Region, including all of Greece plus the Satrapies of ILLYRIA, MAKEDONIA and THRACE (2.5.2)

Event – Recurrent or One-Off Event prompted by its associated Event Card being drawn (4.0, 3.6)

Evergetism – A type of Action, requiring the Admin Capability, that allows the King or Chief Minister to attempt to gain a Dynastic VP for their Kingdom (5.10)

Failure – The opposite of a Success, or the fact of obtaining no Success from multiple Checks (2.14), denoted by a red thumb down icon

Ferryman of Souls – A game mechanism triggered by the Recurrent Event Ev 5 'Enemies at the Gates' that removes from play Leaders

having reached their End Turn and potentially other Leaders randomly (4.7)

Force – One or more face-up Units (2.13.1), usually under a Strategos in Campaign (5.2, 5.3, 5.4)

Forestalling War with Rome – Attempting to avoid War with Rome if having some Influence in the Senate (8.6.1)

Free Passage – Right of way demanded by Rome to wage its Campaigns (8.6.6)

Free Place – A type of Place (2.5.4), may be targeted by Envoy Action (5.5)

Fresh – Status of a Leader that has not yet been used (Rotated) during the current Turn (2.2)

Friend – A Leader member of a Kingdom's Court but not the King (2.3.2)

Friendly – Belonging to, Aligned or Allied (Minor Power) with a Power (2.1.3)

Friendly Sea – Sea Area bordering an Aligned Port City (2.5.6), *Kretikon Pelagos* (2.5.3), necessary for Campaigning by sea (5.3.1, 5.4.1), Sea Support (6.4), Straits Crossing Interdiction (6.5) or Interception (6.6)

Full Control – Control of a Satrapy through having all its Places Aligned (2.5.1, 2.6)

Full VP Value – VP value of a Satrapy when Fully Controlled (2.5.1, 2.11.1); the rightmost number

Full War – One of the possible statuses of a Roman Agenda, portraying a situation where Rome's priority is the Hellenistic East (8.1), determines which half of a Roman Activation Card is applicable (8.6.3)

Game Tracks – Tracks used to track VPs, Treasury and current Game Turn (2.5.10)

Garrison – Type of Alignment (2.6.1), only in Cities (2.5.4), placed only through Siege (5.2.6), makes Envoy Actions more difficult (5.5.3)

Greece – A Region, including the Satrapies of PELOPONNESOS, BOIOTIA-EUBOIA, THESSALIA and AITOLIA-EPEIROS (2.5.2)

Greek Place – A type of Place (2.5.4), may receive Guarantee from Rome (8.1.4), may become Unaligned as a result of a Garrison being placed in same Satrapy by Siege (5.2.6), may be targeted by Envoy Action (5.5)

Guarantee – Extension by Rome of their guarantee to a Place, at risk of providing a Casus Belli, to the Greeks (8.1.4), as a result of the Surrender of a Kingdom (8.8.2)

Heartland – Key Place to determine alliance with a Minor Power (2.5.8)

Hiring – Gaining the service of a Mercenary Unit for a Turn, see Mercenaries

Hit – Successful Strike by a Unit in Battle, causes Enemy Units to Rout (7.1.1) or Sink (7.2.1), natural  results in double Hits (7.1.1, 7.2.1)

Home Satrapy – Satrapy to which a Military Colonist Unit (2.13.5) or a Mercenary Unit (2.13.6, 3.5) is attached

Hostage in Rome – Member of a Royal Family withdrawn from a Court as a result of Surrender (8.9, 8.8.1)

Immediate Event – A type of One-Off Event, that is resolved immediately (3.6, 4.3)

Incite Rome To War – A type of Action, requiring the Diplomacy  Capability and being Predominant in the Senate, that allows a Leader to attempt to push Rome to declare War on another Kingdom (5.7)

Influence in the Senate – A measure of the influence of the various Kingdoms in the Roman Senate (8.4), two levels: Influential and Predominant, established through Lobbying Actions (5.6), allows an attempt to Forestall War with Rome (8.6.1)

Influential – A level of influence in the Roman Senate established or lost through Lobbying Actions (5.6), reduced to following failed Incite Rome To War Action (5.7.1)

Initiate War – Undertaking an Act of War against a Power one is not already At War with (2.12), cannot be done on the Turn a King dies (2.3.1)

Interception – Naval Reaction, forces Battle, can be reinforced (6.6), of Sea Support (6.4), of Straits Crossing Interdiction (6.5)

Intrigue  Rating – A rating possessed by every Leader (2.2.2), key for *Intrigues at Court* resolution (4.6)

Intrigues at Court – A game mechanism triggered by the Recurrent Event **Ev 6 'Revolt!'** which may remove one or several at-court Leaders from play (4.6)

Italia – Special location on the map (2.5.9), origin of Roman Campaigns (8.6.5), may have Units transported to per Event

Katoikoi – Greek for Military Colonists

Kingdom – A Major Power which can be played, i.e. the Seleucids, the Ptolemies or Macedon (2.1)

King – A Leader leading a Kingdom, member of the Royal Family (2.3.1), whose Renown  is added to his Kingdom's Total VPs (2.11.3), who declares War and swears Peace (2.12), death triggers introduction of Succession Crisis Event in Deck (3.6), Intrigue  Rating key for *Intrigues at Court* resolution (4.6), Renown  THM for *Ambitious Generals* Checks (4.10), pays three less Ts in every Campaign (5.2.3, 5.3.3, 5.4.3), Renown  at stake in Battle (7.1.3, 7.2.3), may undertake Evergetism (5.10)

Land Unit – Any Unit that is not a Squadron

Leader – A historical person who had a major impact on the history of the period and can undertake various actions (2.2), represented by a Leader Card on which Units may be placed (2.13) and possibly a block on the map (2.2.1), may be Activated if Available (5.1)

Legion – Roman Troop (2.13.9), do not go to Dispersed Box (2.13.3), number in play dictated by active Roman Activation Cards (8.6.3), Elite Unit (2.13.9), inflict double Hits (7.1.1)

Limited War – One of the possible statuses of a Roman Agenda, portraying a situation where Rome's priority is not in the East (8.1), determines which half of a Roman Activation Card is applicable (8.6.3)

Lobbying – A type of Action, requiring the Diplomacy  Capability, that allows a Leader to fight for Influence in the Roman Senate (5.6)

Logistics Costs – Amount of Ts that must be paid to Campaign with a Force (5.2.3, 5.3.3, 5.4.3)

Loyalty  Rating – A rating possessed by every non-Replacement Leader (2.2.2), always reduced by positive Renown  (2.2.5), critical for *Ambitious Generals* (4.10)

Macedon – A Kingdom centered on **MAKEDONIA**, whose reigning dynasty was known as the Antigonids (2.1)

Major Power – A Kingdom or Rome (2.1)

Mercenaries – A type of Unit that may be Hired through a bidding process or during a Campaign, are attached to Home Satrapies (2.13.6), hiring bidding process during Mercenaries Phase (3.5), hiring during a Campaign Muster (5.2.2, 5.4.2)

Military  – Capability that some Leaders have, allows them to undertake Land Campaign, Naval Campaign and Overseas Campaign Actions (2.2.3) as well as being appointed as Emergency Strategos (6.1) or to Strengthen Defenses (6.2)

Military Colonists – A type of Land Unit attached to Control of a specific Satrapy (2.13.5), some may be created or upgraded by Event

Minor Leader – A Leader affiliated with a Minor Power (2.2.6), joins the Court of Allied Kingdom (2.3), may not be Chief Minister (2.3.3)

Minor Power – Nonplayer Power with Units (2.13.10) and possibly Leaders (2.2.6) which can be controlled by a Power if allied through controlling its Heartland Places (2.5.8), may be pursued by Rome (8.6.4) as Minor Allies (8.10)

Minor Unit – Unit attached to a Minor Power, may only Campaign in specific Regions or Sea Areas (2.13.10), held in Minors Banners (2.5.13)

Minors Banners – Holding Boxes for non-Allied Minor Units (2.5.13)

Muster – Gathering a Force from available Units by a Strategos for a Campaign (5.2.2, 5.3.2, 5.4.2), Emergency Muster (6.1)

Naval Transport – A type of Overseas Campaign specific to **Ev 18 'Alliance with Hannibal'**, see Event description in the Playbook for details

Non-Friendly – Not Friendly, including not Controlled, Unaligned or in Revolt (2.1.3)

One-Off Event – A type of Event which is added on a specific Turn and removed from play after being resolved (4.3)

Origin – Satrapy (5.2.1, 5.4.1) or Sea Area (5.3.1) from which a Campaign is launched

Parthians – A Minor Power, with its Heartlands in Parnoi and Syrinx in **PARTHYENE** (2.5.8)

Path – Set of Adjacent Controlled Satrapies (2.7), of Friendly Seas (2.7)

Peace – Sworn between two Kings, negotiated conditions (2.12), during Winter Quarters (3.7.2), ends upon King's death (2.12), with Rome (8.7, 8.8.1)

Pending Event – A type of One-Off Event that usually needs to be triggered by a Kingdom's Activation to be resolved (3.6, 4.3)

Pergamon – A Minor Power, with its Heartland in Pergamon in **MYSIA** (2.5.8)

Place – A specific control location within a Satrapy, may be a City or a Tribe, may be a Port (2.5.5), a Capital (2.5.6), a Stronghold (2.5.7) and/or a Minor Heartland (2.5.8)

Plot – Up to three Intrigue  duels that may result in members of a Court being removed from play during *Intrigues At Court* resolution (4.6)

Plundering – One of three Campaign Options after Battle (5.2.5, 5.3.5), Ravages a Satrapy and collect Ts (5.2.8, 5.3.5, 2.10)

Port City – A City that borders a Sea Area, marked by port icon  (2.5.5), makes bordering Sea Area Friendly when Aligned (2.5.6), required to Build Naval Squadron (5.9.1)

Power – An entity that can be affected by game Events, Major or Minor, may be played (Kingdoms) or not (Rome and all Minor Powers) (2.1)

Predominant (Influence) – A level of influence in the Roman Senate established or lost through Lobbying Actions (5.6), may be held only by a single Kingdom (8.4), allows Incite Rome To War Actions (5.7.1), improves likelihood of Forestalling War with Rome (8.6.1)

Present – Located in a Satrapy or Sea Area either face-up, face-down or as part of a Leader's Force located there

Provoked Casus Belli – A CB resulting from a Kingdom's action or decision, not per Event (8.5)

Ptolemies – A Kingdom centered on Egypt, also known as the Lagids (2.1)

Raise Additional Taxes – A type of Action, requiring the Admin  Capability, allowing to collect the Tax Revenue of one or two Satrapies during the Action Phase (5.8)

Ravaged – Condition affecting an entire Satrapy (2.8), as a result of Plundering (5.2.8, 5.3.5) or Events, impacts Satrapy's Tax Revenue (3.3)

Reaction – Allows a Power to react to a Non-Friendly Campaign or Reaction (6.0)

Rebel – Rebellion of a Leader (2.2.10), Minor Power based on a rebel Leader (2.1.2), installation (2.9.2), elimination (2.9.3), through *Ambitious Generals* mechanism (4.10)

Recurrent Event – A type of Event which prompts a sequence of Activations (3.6), present in the Event Deck every Turn, may include game mechanics  resolution (4.1)

Reduced VP Value – VP value of a Satrapy with only Simple Control (2.5.1, 2.11.1); leftmost value

Region – A grouping of Satrapies for gameplay purposes (2.5.2)

Regular (Unit) – All Units that are not Elite (2.13.2), marked by steel shading under Unit name, Routed/Sunk with 1 Hit (7.1.1/7.2.1)

Renown  – A measure of individual achievements of a Leader, tied to the Leader, modifies Loyalty  Rating (2.2.5) and, sometimes, Intrigue  Rating (4.6), King's Renown added to his Kingdom's VPs (2.11.3), gained by Victory over Rome (8.7), gained in Battle (7.1.3, 7.2.3)

Replacement Leaders – Leaders drawn from a Kingdom-specific pool when that Kingdom's Court number drops below three (2.2.11)

Revenue – Amount collected from Taxes (2.10), calculation (3.3), extra collection through Raise Additional Taxes Action (5.8)

Revolt – A special kind of Unalignment status (2.8), as a result of Events or failed Raise Additional Taxes attempt (5.9.3), may spread by Event, immune to Envoy (5.5.1)

Rhodes – A Minor Power, with its Heartland in Rhodos in **RHODOS** (2.5.8)

Roman Activation Cards – Drive Roman Activations and resources (8.6.3), deck (2.4.3)

Roman Agenda – One in the sequence of three possible statuses governing Rome's policies in the game, exist all with **LIMITED WAR** and **FULL WAR** versions (8.1)

Roman Belligerence – Abbreviated as RB, current attitude of Rome toward the Kingdoms, DRM to Casus Belli rolls (8.2), may prompt War or Peace with Rome (8.2.1), changes by Events or Roman Defeat (8.2.2), capped by Second Punic War step (8.2.3)

Roman Consul – Generic equivalent for Rome of a Leader (2.2.8), holds Roman Units allocated to a given War (8.6), acts as a Leader for Roman Campaigns (5.2)

Roman Minor Ally – Minor Power allied with Rome (8.10)

Roman Senate – See Senate, Influence in the Senate

Rome – A non-player Major Power, not a Kingdom (2.1.1)

Rotate – Turn a Leader Card a quarter of a turn to the right to Activate the Leader or as required by Event instructions (2.2, 5.1)

Rough Terrain – A characteristic of some Satrapies (2.5.1), defender Strikes first in Battle if attacker did not start in the Satrapy (7.1.1)

Routed (Unit) – A Unit having received enough Hits to Rout in Battle (7.1.1), Dispersed if their side is Defeated (7.1.2), Legion Routed in Battle may bring RB down (8.2.2)

Royal Army – Unit unique and always available to a Kingdom unless Dispersed (2.13.4)

Royal Family – Leader who may succeed as King of his Kingdom (2.2, 2.3.1)

Satrapy – The base topographic element on the map for Control, Territorial VPs, Tax Revenues and Actions (2.5.1)

Scope of Action – Geographical area where Rome may Campaign under a given Agenda (8.1.2)

Sea Area – Topographic element on the map that cannot be controlled and requires sea movement or transport (2.5.3), may be Friendly (2.5.5)

Sea Support – A type of Reaction, placing Squadrons to make Port Cities harder to capture by Siege (5.2.6), may be Intercepted (6.4)

Second Punic War – Current status of the war between Rome and Carthage with possible effects on game parameters (8.3.1), box holding Units taking part in the Second Punic War (8.3.2), continuation triggered by the Recurrent Event **Ev 4** 'Northern Border Aflame' or **Alt Ev 4** 'Macedon Strikes' (4.9)

Seleucids – A Kingdom centered on Northern Syria (**SELEUKIS**) and **BABYLONIA** (2.1)

Senate – Box on map to hold Influence markers (2.5.12), see Influence in the Senate

Shipyards  – Feature of some Coastal Satrapies (2.5.1), necessary for Build Naval Squadron Action (5.9.1)

Siege – One of three Campaign Options after Battle (5.2.5, 5.4.5), attempt to capture Non-Friendly Cities only (5.2.6)

Siege Rating – Rating for a given Leader if having the Military  Capability (2.2.3), used for Siege attempts (5.2.6)

Siege Train – Special Land Unit which provides a +1 THM for Sieges (2.13.7, 5.2.6), not a Troop (2.13.2), Dispersed if part of a Defeated Force (2.13.7)

Simple Control – Control of a Satrapy through having more than half, but not all, of its Places Aligned (2.5.1, 2.6)

Sparta – A Minor Power, with its Heartland in Sparte in **PELOPONNESOS** (2.5.8)

Special Ability – Ability specific to a Leader (2.2.2)

Spent – Status of a Leader that can no longer be Activated during the current Turn (2.2)

Squadron – Naval Unit belonging to a Power, built through Build Naval Squadron Action (5.9), may only be located in a Sea Area, may be part of a Force during a Campaign (2.13.8), may only operate in a Friendly Sea Area (5.3.2, 5.4.2), Sunk rather than Dispersed after Battle (2.13.3, 7.2)

Start Turn – Turn when a Leader enters play (2.2.4)

Status – Whether a Leader is Fresh, Available or Spent, determining whether they may still be Activated during the current Turn (2.2)

Storms & Worms – A game mechanism triggered by the Recurrent Event **Ev 3** 'Stasis & Intrigues' that may randomly eliminate Squadrons (4.8)

Straits Crossing – Allows land movement across a Sea Area, marked by two joined blue triangles (2.5.3), may be Interdicted as a Reaction (6.5)

Strategos – Greek for General, Leader commanding a Force during a Campaign (5.2, 5.3, 5.4), Emergency appointment (6.1), positioned on the map (2.3.4)

Strengthened Defenses – A type of Reaction to a Campaigning Force, requires Available Leader with Military Capability, markers providing -1 THM to Siege (5.2.6), removed on first Siege Success or a natural roll of  to Dispersed Box (6.2)

Strike – How every Unit in Battle attempts to inflict Hits on the Enemy (7.1.1, 7.2.1)

Stronghold – A feature of some Places (2.5.7), making these more difficult to besiege (5.2.6) or subjugate (5.2.7)

Subject Place – A type of Place (2.5.4), may not receive a Kingdom's Alliance if a City (2.5.4), may not be targeted by Envoy Action (5.5)

Subjugation – One of three Campaign Options after Battle (5.2.5, 5.4.5), attempt to subdue Non-Friendly Tribes only (5.2.6)

Success – A game quantity obtained from successful Checks, necessary to obtain positive effects (2.14), denoted by a green thumb up icon 

Success Margin – The difference between the Success Threshold and the modified die roll on a Check, can be negative, zero or positive (2.14)

Success Threshold – The value, usually a Rating with possibly some modifiers, that must be rolled under or equal to obtain a Success  in a Check (2.14)

Succession Crisis (Event) – A type of Event that is added to the Event Deck when a King is removed from play, specific to each Kingdom (3.6, 4.5)

Succession Rank – Order of precedence in the succession to the throne among Royal Family members (2.2.2, 2.3.1)

Sunk (Squadron) – A Squadron having received enough Hits to be Sunk in a Naval Battle (7.2.1)

Supply Cost  – Supply Cost Value of a Satrapy (2.5.1), used to compute Logistics Costs of a Campaign (5.2.3, 5.4.3)

Surrender to Rome – Losing a War with Rome (8.8), consequences of first surrender (8.8.1), consequences of second and final surrender (8.8.2)

Talents – Abbreviated as Ts, the unified resource quantification in the game (2.10)

Target – Target Satrapy (5.2.1, 5.4.1) or Sea Area (5.3.1) in a Campaign Action, Target Satrapy in an Envoy Action (5.5.1), Target Kingdom in an Incite Rome To War Action (5.7.1)

Tax Value  – The Tax value of a Controlled Satrapy (2.5.1), may be Reduced or Full depending on level of Control, halved by Ravage (3.3)

Territorial VPs – Victory Points derived from the Control of Satrapies (2.11.1)

THM – To Hit Modifier, applied to a target number

Treasury – A Kingdom's reserve of available Talents (2.10), addition of tax revenues (3.3), halved during Inflation (3.7.7)

Tribe – A type of Place that can only be captured by Subjugation and may receive only an Alliance (2.5.4)

Trigger to next Agenda – Condition in an Agenda to progress to the next one in the sequence (8.1.1)

Triggering an Event – Fulfilling the specific conditions for a Pending Event to be implemented (4.3)

Troops – Land Units able to fight in Battle (2.13.1), not a *Siege Train* (2.13.2)

Turn – A game Turn, a period of time of five years, during which various Phases are executed in sequence (3.0)

Unaffiliated Leader – A Leader not associated with a specific Kingdom but who can be added to a Kingdom's Court via associated Event (2.2.7)

Unaligned – A Place that is not Aligned (2.6.1) with any Major Power

Unalignment – Removing any Alignment from a Place (2.6), during Envoy Action (5.5.3)

Unit – Military unit of the game (2.13.1), may be Elite or Regular (2.13.2), may be Dispersed following a Defeat (2.13.3, 6.2.4), may go over to a Rebel (2.9.2), Minor Units (2.13.10)

Victorious (Force, Strategos or side) – Having Defeated its opponent in Battle (7.1.2, 7.2.2), enjoys resulting consequences (7.1.3, 7.2.3), may pursue its Campaign (5.2.5, 5.4.5)

Victorious (Power) – Either Carthage or Rome as an outcome of the Second Punic War (8.3), a Kingdom having forced Rome to make Peace (8.7)

Victory Points – Abbreviated as VPs, the measure of a Kingdom's performance, the total of its Territorial VPs, Dynastic VPs and the Renown of its King (2.11)

Victory Point Value – The VP value of a Controlled Satrapy (2.5.1), may be Reduced or Full depending on level of Control (2.5.1)

War – Act of War  (2.12, 5.2.6, 5.2.7, 5.2.8), State of War between Kings or with Rome (2.12, 8.6), War markers (2.12), Initiate War (2.12), may be ended by mutual agreement or failed Diplomacy  Check during Winter Quarters Phase (2.12, 3.7.2), prompts War Exhaustion (3.7.3) and loss of Revenue (3.3)

Winter Quarters – may end Wars (2.12), deck preparation (3.2), ends Action Phase (3.6), Winter Quarters sequence to end Turn (3.7)

Withdrawal – Type of Reaction to Non-Friendly land movement (6.3), after being Defeated (7.1.3, 7.2.3)

12. SCENARIOS

The following pages provide various possible starting points for playing a game of *Hubris*, with all necessary setup information. Every scenario comes with some recommended durations, but each can be played for any number of Turns, at the convenience of the players. Some scenarios specify a VP modifier for some Kingdoms if ending at a given Turn. If none, and especially when ending a game at a Turn other than recommended, players may check the Historical VP Performance on page 32 and compare their victory margins to history in order to assess a winner, or simply assess their individual performance.

12.1. YEAR 220 (HISTORICAL) – NEW HOPES

Three young and largely unproven kings are sitting on the thrones of the three major Hellenistic kingdoms. Ptolemaios IV's succession has been smoothed by a bloodbath of his immediate family arranged by his ruthless chief minister Sosibios. Antiochos III, succeeding his assassinated brother Seleukos, has had to crush the rebellion of Molon, governor of the Upper Satrapies, and remove forcefully his overambitious chief minister Hermeias, but is still faced with another usurpation in Asia Minor. Meanwhile, Philippos V is saddled with a court riven by ambitions while facing opposition of the leagues and cities of Greece.

Starting on Turn 1 – Recommended number of Turns: 3, 7, 11.

VP Modifier: +3 for Macedon if ending at the end of Turn 7.

Place the following Units as instructed below:

- ✦ All Mercenaries (except Pirates) face-down near their Home Satrapies;
- ✦ The following Military Colonists face-down in their Home Satrapies: Katoikoi Asia Minor, Katoikoi Lower Satrapies, Katoikoi Upper Satrapies, Cleruchs;
- ✦ Roman Legions and Squadrons off-map;
- ✦ All Minor Units (except Achaians and Spartans) on their Banners.

IMPORTANT: the following Units are not yet in play and should be kept off-map pending their arrival per Event: Kataphraktoi, Machimoi, NeoMacedonians, Pirates, Bastarnai, Carthaginian Squadron, Eumenes, Philopoemen. All non-listed Squadrons are kept off-map until built.

MACEDON

✦ Territorial VPs: **14** + Dynastic VPs: **0** = **Total VPs: 14**

✦ **Treasury = 4 Ts** {Tax Base = 11 ½ Ts}

Court

☐ **PHILIPPOS V** {M6} (King), **APELLES** {M2} (Chief Minister), **MEGALEAS** {M3}, **TAURION** {M1}, **ALEXANDROS** {M4}, **LEONTIOS** {M5}, **ARATOS** {U7}

Specific Alignment

- ◇ **PELOPONNESOS:** Korinthos, Achaia, Megalopolis, Messene
- ◇ **AITOLIA-EPEIROS:** Phoinike, Akarnania
- ◇ **BOIOTIA-EUBOIA:** Chalkis

Forces

- ✦ **Propontis:** 1 Squadron
- ✦ **PELOPONNESOS:** Achaians Unit face-down
- ✦ **Royal Army and Siege Train** Units face-up in any Satrapies with an Aligned Place

Controlled Satrapies

✦ **MAKEDONIA, THESSALIA, PELOPONNESOS, AITOLIA-EPEIROS**

REBEL SELEUCID

Court

☐ **ACHAIOS** {S5} (1, Rebel)

Specific Alignment

- ◇ **MYSIA:** Kyzikos
- ◇ **LYDIA-PHRYGIA:** All

ROME

✦ **Roman Belligerence:** Medium (Peace)

✦ **Roman Senate:** Ptolemies Influential

✦ **Second Punic War:** Step 1 – Inter War

✦ **Roman Agenda:**
ILLYRICUM FULL WAR

Specific Alignment

- ◇ **ILLYRIA:** Apollonia, Taulantioi

PTOLEMIES

✦ Territorial VPs: **19** + Dynastic VPs: **1** = **Total VPs: 20**

✦ **Treasury = 7 Ts** {Tax Base = 41 Ts}

Court

☐ **PTOLEMAIOS IV PHILOPATOR** {P1} (King, At War with Seleucids), **SOSIBIOS** {P2} (Chief Minister), **AGATHOKLES** {P5}, **THEODOTOS** {P3}

Specific Alignment

- ◇ **KOINON NESIOTON:** Kyklades
- ◇ **KOILE SYRIA:** Hierosolyma
- ◇ **LYKIA-PAMPHYLIA:** Lykia
- ◇ **SELEUKIS:** Seleukeia Pieria
- ◇ **THRAKE:** Lysimacheia, Perinthos
- ◇ **PELOPONNESOS:** Sparte

Forces

- ✦ **Aigyption Pelagos, Pamphyliion Pelagos, Aigaion Pelagos:** 1 Squadron each
- ✦ **PELOPONNESOS:** Spartans Unit face-down
- ✦ **Royal Army and Siege Train** Units face-up in any Satrapies with an Aligned Place

Controlled Satrapies

✦ **DELTA, THEBAIS, KYRENAIKE, PELOUSIAKON STOMA, KOILE SYRIA, KYPROS, IONIA, KOINON NESIOTON**

SELEUCIDS

✦ Territorial VPs: **9 ½** + Dynastic VPs: **0** + King's : **1** = **Total VPs: 10 ½**

✦ **Treasury = 10 Ts** {Tax Base = 21 Ts}

Court

☐ **ANTIOCHOS III MEGAS** {S4} (King, 1 , At War with Ptolemies), **ZEUXIS** {S6} (Chief Minister), **ANTIPATROS** {S7}

Specific Alignment

- ◇ **PONTOS:** All
- ◇ **KAPPADOKIA:** Mazaka
- ◇ **SELEUKIS:** Arados

Forces

- ✦ **Royal Army and Siege Train** Units face-up in any Satrapies with an Aligned Place

Controlled Satrapies

✦ **SELEUKIS, KILIKIA, PARAPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, ATROPATENE, MESOPOTAMIA, KAPPADOKIA, PONTOS**

DEFAULT ALIGNMENT

In every Satrapy with a colored background, complete setup by placing a Garrison of the associated Kingdom in every empty City and an Alliance of the associated Kingdom in every empty Tribe Place:

- ◇ **Light Blue** (Ptolemies): **DELTA, THEBAIS, KYRENAIKE, KOILE SYRIA, KYPROS, PELOUSIAKON STOMA, IONIA**
- ◇ **Light Purple** (Macedon): **MAKEDONIA, THESSALIA**
- ◇ **Light Yellow** (Seleucids): **SELEUKIS, KILIKIA, PARAPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, ATROPATENE, MESOPOTAMIA, KAPPADOKIA**

Note that **LYDIA-PHRYGIA** is in Rebellion

DECK PREPARATION

Include all Recurrent Events active on Turn 1 + all Turn 1 One-Off Events

12.2. YEAR 220 (ALTERNATE) – THE SELEUCID THUNDERBOLT

This scenario assumes that Seleukos III, Antiochos's elder brother, somehow survived the assassination attempt that stopped his Anatolian campaign in 223 and proceeded to restore Seleucid rule in the region, as Achaïos did historically after his death, thus postponing the explosion of individual ambitions that afflicted the early reign of Antiochos III. Meanwhile, it is assumed that Sosibios spared Ptolemaios IV's more warlike brother Magas.

Starting on Turn 1 – Recommended number of Turns: 3, 7, 11.

VP Modifier: +3 for Macedon if ending at the end of Turn 7.

Place the following Units as instructed below:

- ✦ All Mercenaries (except Pirates) face-down near their Home Satrapies;
- ✦ The following Military Colonists face-down in their Home Satrapies: Katoikoi Asia Minor, Katoikoi Lower Satrapies, Katoikoi Upper Satrapies, Cleruchs;
- ✦ Roman Legions and Squadrons off-map;
- ✦ All Minor Units (except Achaians and Spartans) on their Banners.

IMPORTANT: the following Units are not yet in play and should be kept off-map pending their arrival per Event: Kataphractoï, Machimoi, NeoMacedonians, Pirates, Bastarnai, Carthaginian Squadron, Eumenes, Philopoemen. All non-listed Squadrons are kept off-map until built.

MACEDON

✦ Territorial VPs: 14 + Dynastic VPs: 0 = **Total VPs: 14**

✦ **Treasury = 4 Ts** {Tax Base = 11 ½ Ts}

Court

☐ PHILIPPOS V {M6} (King), APELLES {M2} (Chief Minister), MEGALEAS {M3}, TAURION {M1}, ALEXANDROS {M4}, LEONTIOS {M5}, ARATOS {U7}

Specific Alignment

- ◇ PELOPONNESOS: Korinthos , Achaia , Megalopolis , Messene 
- ◇ AITOLIA-EPEIROS: Phoinike , Akarnania 
- ◇ BOIOTIA-EUBOIA: Chalkis 

Forces

- ✦ Propontis: 1 Squadron
- ✦ PELOPONNESOS: Achaians Unit face-down
- ✦ Royal Army and Siege Train Units face-up in any Satrapies with an Aligned Place

Controlled Satrapies

🚩 MAKEDONIA, THESSALIA, PELOPONNESOS, AITOLIA-EPEIROS

PTOLEMIES

✦ Territorial VPs: 19 + Dynastic VPs: 1 = **Total VPs: 20**

✦ **Treasury = 7 Ts** {Tax Base = 41 Ts}

Court

☐ PTOLEMAIOS IV PHILOPATOR {P1} (King, At War with Seleucids), SOSIBIOS {P2} (Chief Minister), MAGAS {P4}, AGATHOKLES {P5}, THEODOTOS {P3}

Specific Alignment

- ◇ KOINON NESIOTON: Kyklades 
- ◇ KOILE SYRIA: Hierosolyma 
- ◇ LYKIA-PAMPHYLIA: Lykia 
- ◇ SELEUKIS: Seleukeia Pieria 
- ◇ THRACE: Lysimacheia , Perinthos 
- ◇ PELOPONNESOS: Sparte 

Forces

- ✦ Aegyption Pelagos, Pamphylion Pelagos, Aigaion Pelagos: 1 Squadron each
- ✦ PELOPONNESOS: Spartans Unit face-down
- ✦ Royal Army and Siege Train Units face-up in any Satrapies with an Aligned Place

Controlled Satrapies

🚩 DELTA, THEBAIS, KYRENAIKE, PELOUSIAKON STOMA, KOILE SYRIA, KYPROS, IONIA, KOINON NESIOTON

SELEUCIDS

✦ Territorial VPs: 11 ½ + Dynastic VPs: 0 = **Total VPs: 11 ½**

✦ **Treasury = 0 T** {Tax Base = 24 ½ Ts}

Court

☐ SELEUKOS III KERAUNOS {S1} (King), HERMEIAS {S2} (Chief Minister), ANTIOCHOS III MEGAS {S4}, ACHAIOS {S5} (1 ) , MOLON {S3}, ZEUXIS {S6}, ANTIPATROS {S7}, XENOITAS {U1}

Specific Alignment

- ◇ KAPPADOKIA: Mazaka 
- ◇ SELEUKIS: Arados 

Forces

- ✦ Royal Army and Siege Train Units face-up in any Satrapies with an Aligned Place

Controlled Satrapies

🚩 SELEUKIS, KILIKIA, PARAPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, MESOPOTAMIA, KAPPADOKIA, LYDIA-PHRYGIA

ROME

✦ **Roman Belligerence:** Medium (Peace)

✦ **Roman Senate:** Ptolemies Influential

✦ **Second Punic War:** Step 1 – Inter War

✦ **Roman Agenda:** ILLYRICUM **FULL WAR**

Specific Alignment

◇ ILLYRIA: Apollonia , Taulantioi 

DEFAULT ALIGNMENT

In every Satrapy with a colored background, complete setup by placing a Garrison  of the associated Kingdom in every empty City and an Alliance  of the associated Kingdom in every empty Tribe Place:

✦ **Light Blue** (Ptolemies): DELTA, THEBAIS, KYRENAIKE, KOILE SYRIA, KYPROS, PELOUSIAKON STOMA, IONIA

✦ **Light Purple** (Macedon): MAKEDONIA, THESSALIA

✦ **Light Yellow** (Seleucids): SELEUKIS, KILIKIA, PARAPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, MESOPOTAMIA, KAPPADOKIA, LYDIA-PHRYGIA

Note that ATROPATENE is fully Unaligned at start in this scenario

DECK PREPARATION

Include:

- ✦ all Recurrent Events active on Turn 1
- ✦ all Turn 1 One-Off Events



12.3. YEAR 220 (2-PLAYERS INTRODUCTORY SCENARIO) THE FOURTH SYRIAN WAR

This 1-Turn 2-players scenario focuses on the war between Antiochos III and Ptolemaios IV, and is meant as both an introductory scenario and one that can be played under an hour. It uses a shortened sequence of play and does not involve Minor Powers nor Rome.

Starting on Turn 1 – Number of Turns: 1

Place the following Units as instructed below:

- ✦ The following Military Colonists face-down in their Home Satrapies: *Katoikoi Lower Satrapies, Katoikoi Upper Satrapies, Cleruchs*;
- ✦ All other Units not listed below are not in play.

IMPORTANT: All non-listed Squadrons are kept off-map until built.
The Machimoi Unit may enter play if **SOSIBIOS's** Ability is used.

RESTRICTIONS ON PLAY

- ✦ Only the Seleucids and Ptolemies are played; Macedon and Rome are not in play and all aspects pertaining to them are ignored;
- ✦ Ignore all Minor Powers and their Units;
- ✦ Use the regular Recurrent Event cards, but ignore any Macedonian or Roman Activation, as well as anything happening outside of the map areas in play;
- ✦ The only map areas in play are: **DELTA, THEBAIS, PELOUSIAKON STOMA, KOILE SYRIA, SELEUKIS, KILIKIA, PARAPOTAMIA, MESOPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, KYPROS, KYRENAIKE, Pamphylion Pelagos, Aegyption Pelagos, and Libykon Pelagos**;
- ✦ Skip the Revenue Phase, Roman Politics Phase and Mercenaries Phase;
- ✦ Ignore the following game mechanisms when their associated Recurrent Event is drawn: *Ferryman of Souls* and *Intrigues at Court*. Note that only *Storms & Worms* will be resolved;
- ✦ During the Winter Quarters Phase, Peace is automatically made, and Victory is then assessed as follows:
 - ✦ The Ptolemies win a Major Victory if their Total VPs are 20 or more,
 - ✦ The Seleucids win a Major Victory if their Total VPs are 12 or more,
 - ✦ The Ptolemies win a Minor Victory if their Total VPs exceed the Seleucids' Total VPs by 9 or more,
 - ✦ The Seleucids win a Minor Victory if the Ptolemies' Total VPs do not exceed the Seleucids' Total VPs by 8 or more,
 - ✦ Any other result is a draw.

PTOLEMIES

✦ Territorial VPs: **16** + Dynastic VPs: **1** = **Total VPs: 17**

✦ **Treasury = 28 Ts**

Court

🏠 **PTOLEMAIOS IV PHILOPATOR** {P1} (King, At War with Seleucids),
SOSIBIOS {P2} (Chief Minister), **AGATHOKLES** {P5}, **THEODOTOS** {P3}

Specific Alignment

🏠 **KOILE SYRIA:** Hierosolyma 🏠

🏠 **SELEUKIS:** Seleukeia Pieria 🏠

Forces

- ✦ *Aigyption Pelagos*, and *Pamphylion Pelagos*: 1 Squadron each
- ✦ **DELTA:** Royal Army and Siege Train Units, Cretans, and Arcadians mercenaries, all face-up

Controlled Satrapies

🏠 **DELTA, THEBAIS, KYRENAIKE, PELOUSIAKON STOMA, KOILE SYRIA, KYPROS**

SELEUCIDS

✦ Territorial VPs: **8** + Dynastic VPs: **0** + King's 🏠: **1** = **Total VPs: 9**

✦ **Treasury = 21 Ts**

Court

🏠 **ANTIOCHOS III MEGAS** {S4} (King, 1 🏠, At War with Ptolemies),
ZEUXIS {S6} (Chief Minister), **ANTIPATROS** {S7}

Specific Alignment

🏠 **SELEUKIS:** Arados 🏠

Forces

- ✦ **SELEUKIS:** Royal Army and Siege Train Units face-up

Controlled Satrapies

🏠 **SELEUKIS, KILIKIA, PARAPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, MESOPOTAMIA**

DEFAULT ALIGNMENT

In every Satrapy with a colored background, complete setup by placing a Garrison 🏠 of the associated Kingdom in every empty City and an Alliance 🏠 of the associated Kingdom in every empty Tribe Place:

✦ **Light Blue (Ptolemies)** : **DELTA, THEBAIS, KYRENAIKE, KOILE SYRIA, KYPROS, PELOUSIAKON STOMA**

✦ **Light Yellow (Seleucids)** : **SELEUKIS, KILIKIA, PARAPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, MESOPOTAMIA**

DECK PREPARATION

Include:

- ✦ all Recurrent Events active on Turn 1 except **Ev 2** 'Aitolian Ambition'
- ✦ **Ev 15** 'Reputed Mercenary General' (Turn 1 One-Off Event)

Notes:

There are only 5 Recurrent Events in this scenario;

The only Recurrent Events which can have an effect are:

Ev 5 'Enemy at the Gates' (on a roll of 🎲 or 🎲 if the appropriate conditions are met),

Ev 6 'Revolt!'

Ev 3 'Stasis & Intrigues' (on a roll of 🎲 if Kyrene, Paphos or Salamis is rolled).



12.4. YEAR 205 – ANTIOCHOS THE GREAT

Philippos V has been victorious over the Aitolians and has compelled Rome to make peace, and holds a strong position in Greece and Illyria. Antiochos III, fresh from his elimination of his usurper cousin Achaïos, has completed a momentous Anabasis in Upper Asia and claimed the moniker 'the Great', like Alexander. Ptolemaios IV, victor of Raphia, is living his last days and Egypt's ascendant seems very fragile now indeed. Meanwhile, the war between Hannibal and Rome is drawing to a close, and Rome's hungry eyes are already set eastward, if only to avenge their recent humiliation in Greece...

Starting on Turn 4 – Recommended number of Turns: 4, 8

VP Modifier: +3 for Macedon if ending at the end of Turn 7.

Place the following Units as instructed below:

- ✦ The following Mercenaries face-down near their Home Satrapies:
 - ✦ Illyrians, Mysians, Galatians;
- ✦ The following Military Colonists face-down in their Home Satrapies:
 - ✦ Katoikoi Asia Minor, Katoikoi Lower Satrapies, Katoikoi Upper Satrapies, Cleruchs, Machimoi;
- ✦ Roman Legions and Squadrons off-map;
- ✦ All Minor Units (except Achaïans/Philopoemen, Spartans and Parthians) on their Banners;
- ✦ The following Mercenaries in the Second Punic War box:
 - ✦ Arcadians, Aitolians, Cretans (not through 'Alliance with Hannibal').

IMPORTANT: the following Units are not yet in play and should be kept off-map pending their arrival per Event: Kataphraktoi, NeoMacedonians, Pirates, Bastarnai, Carthaginian Squadron, Eumenes. All non-listed Squadrons are kept off-map until built. The Achaïans Minor Unit is temporarily out of play while the Leader PHILOPOEMEN is in play. The Parthians Minor Unit is out of play as Syrinx is Garrisoned.

PTOLEMIES

- ✦ Territorial VPs: 19 ½ + Dynastic VPs: 2 + King's : 2 = Total VPs: 23 ½
- ✦ Treasury = 5 Ts (Tax Base = 35 ½ Ts)

Court

- ✦ PTOLEMAIOS IV PHILOPATOR {P1} (King, 2 , Peace with Seleucids), SOSIBIOS {P2} (Chief Minister), AGATHOKLES {P5}, TLEPOLEMON {P6}, PTOLEMAIOS SON OF THRASEAS {P7}, POLYKRATES OF ARGOS {P8}, ARISTOMENES {P9}

Specific Alignment

- ✦ KOINON NESIOTON: Kyklades
- ✦ LYKIA-PAMPHYLIA: Lykia , Pamphylia
- ✦ KOILE SYRIA: Hierosolyma
- ✦ THRACE: Lysimacheia , Perinthos

Forces

- ✦ Aigyption Pelagos: 1 Squadron
- ✦ Royal Army and Siege Train Units face-up in any Satrapies with an Aligned Place

Controlled Satrapies

- ✦ DELTA, THEBAIS, KYRENAIKE, PELOUSIAKON STOMA, KOILE SYRIA, KYPROS, IONIA, KOINON NESIOTON, LYKIA-PAMPHYLIA

Ongoing Event

- ✦ Ev 20 'Anachoresis' in effect (Reduced Tax values in DELTA and THEBAIS)

ROME

- ✦ Roman Belligerence: Very Low (Peace)
- ✦ Roman Senate: Ptolemies Influential
- ✦ Second Punic War: Step 4 – 'Fall of Spain'
- ✦ Roman Agenda: GRAECIA LIMITED WAR

Specific Alignment

- ✦ ILLYRIA: Apollonia

MACEDON

- ✦ Territorial VPs: 18 + Dynastic VPs: 1 + King's : 3 = Total VPs: 22
- ✦ Treasury = 10 Ts (Tax Base = 14 ½ Ts)

Court

- ✦ PHILIPPOS V {M6} (King, 3 , POLYPHANTOS {M9} (Chief Minister), ALEXANDROS {M4}, NIKANOR {M7}, DIKAIARCHOS {M8}, PHILOPOEMEN {U8}

Specific Alignment

- ✦ ILLYRIA: Lissos , Ardiaioi , Taulantioi
- ✦ AITOLIA-EPEIROS: Phoinike , Akarnania
- ✦ BOIOTIA-EUBOIA: Herakleia Trachis , Chalkis
- ✦ PELOPONNESOS: All except Korinthos
- ✦ KRETE: All

Forces

- ✦ Propontis: 1 Squadron
- ✦ PELOPONNESOS: Philopoemen and Spartans Units face-down
- ✦ Royal Army and Siege Train Units face-up in any Satrapies with an Aligned Place

Controlled Satrapies

- ✦ MAKEDONIA, THESSALIA, ILLYRIA, AITOLIA-EPEIROS, BOIOTIA-EUBOIA, PELOPONNESOS, KRETE

Ongoing Event

- ✦ Ev 18 'Alliance with Hannibal' in effect

SELEUCIDS

- ✦ Territorial VPs: 17 + Dynastic VPs: 0 + King's : 3 = Total VPs: 20
- ✦ Treasury = 15 Ts (Tax Base = 30 ½ Ts)

Court

- ✦ ANTIOCHOS III MEGAS {S4} (King, 3 , Peace with Ptolemies), ZEUXIS {S6} (Chief Minister), ANTIOCHOS THE YOUNGER {S8}, ANTIPATROS {S7}, SELEUKOS IV PHILOPATOR {S10}, THEODOTOS {P3}, POLYXENIDAS {S9}

Specific Alignment

- ✦ SELEUKIS: Arados
- ✦ KAPPADOKIA: Mazaka
- ✦ PONTOS: All
- ✦ ARMENIA: Arsamosata , Sophene , Araxene
- ✦ PARTHYENE: Syrinx , Tapouroi , Parnoi
- ✦ BAKTRIANE: Baktra

Forces

- ✦ Pamphyllion Pelagos: 1 Squadron
- ✦ Royal Army and Siege Train Units face-up in any Satrapies with an Aligned Place

Controlled Satrapies

- ✦ SELEUKIS, KILIKIA, PARAPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, ATROPATENE, MESOPOTAMIA, KAPPADOKIA, LYDIA-PHRYGIA, PONTOS, ARMENIA, PARTHYENE, BAKTRIANE

DEFAULT ALIGNMENT

In every Satrapy with a colored background, complete setup by placing a Garrison of the associated Kingdom in every empty City and an Alliance of the associated Kingdom in every empty Tribe Place:

- ✦ **Light Blue** (Ptolemies): DELTA, THEBAIS, KYRENAIKE, KOILE SYRIA, KYPROS, PELOUSIAKON STOMA, IONIA
- ✦ **Light Purple** (Macedon): MAKEDONIA, THESSALIA
- ✦ **Light Yellow** (Seleucids): SELEUKIS, KILIKIA, PARAPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, ATROPATENE, MESOPOTAMIA, KAPPADOKIA, LYDIA-PHRYGIA

DECK PREPARATION

Include:

- ✦ all Recurrent Events active on Turn 4
- ✦ all Turn 4 One-Off Events

12.5. YEAR 192 (1-PLAYER SOLITAIRE SCENARIO) ANTIOCHOS'S HUBRIS

This 2-Turns *solitaire scenario* focuses on the war between Antiochos III and Rome, and is meant as both an introductory scenario and one that can be played under two hours. It does involve Minor Powers and Rome (with some modifications).

Starting on Turn 6 – Number of Turns: 2

RESTRICTIONS ON PLAY

- Only the Seleucids are played; Macedon and the Ptolemies are not in play and all aspects pertaining to them are ignored;
- Do not use Event cards; Activations during the Action Phases are handled with defined Activations;

Special rule #1 for the scenario:

- The first Turn's Action Phase (Turn 6) has the Seleucids and Rome each Activating three times alternatively (Seleucids first);
- The first Seleucid Activation in the first Turn has **ANTIOCHOS III** leading an Overseas Campaign to *Greece*, Triggering Ev 39 'Aitolian Promises' pending Event;
- The second Turn's Action Phase (Turn 7) has 5 alternating Activations with Rome activating first, and the Seleucids second.
- The only map areas in play are: all of *Europe* (except **MAKEDONIA**) and *Asia Minor* (except **BITHYNIA** and **LYKIA-PAMPHYLIA**) regions, **GALATIA**, **KOINON NESIOTON** and **RHODOS**, as well as the *Adrias*, *Sikelikon Pelagos*, *Aigaion Pelagos*, *Propontis*, *Pamphylon Pelagos* and *Aigyption Pelagos* Sea Areas;
- MAKEDONIA** is considered Friendly to Rome (Free Passage);
- Pamphylon Pelagos* and *Aigyption Pelagos* are at all times considered Friendly Seas for the Seleucids; *Propontis* is at all times considered a Friendly Sea for Rome;
- Begin the first Turn (Turn 6) directly with the Action Phase. For the second Turn (Turn 7) skip the Roman Politics Phase;
- During the Winter Quarters Phase of the first Turn, the Seleucids cannot make Peace; skip the Victory segment. During the Winter Quarters Phase of the second Turn, go directly to Victory, which is assessed as follows:
 - The Seleucids win if their territorial VP total is 12 or more, or if they have compelled Rome to make Peace;
 - The Seleucids lose if they have Surrendered to Rome;

Special rule #2 for the scenario: The Seleucids must Surrender to Rome if *Sardeis* in **LYDIA-PHRYGIA** is captured by Rome, or (as usual) if the Seleucid *Royal Army* is Dispersed as the result of a battle with Rome.

Any other result is a draw.

PLACE THE FOLLOWING UNITS AS INSTRUCTED BELOW:

- The *Katoikoi Asia Minor* Military Colonists face-down in **LYDIA-PHRYGIA**;
- The Military Colonists Units *Katoikoi Lower Satrapies* and *Kataphraktioi* are placed off map but can be Mustered during Turn 7 by the Seleucids in any Satrapy with a Land Path to **KILIKIA**;
- The *Spartans*, *Aitolians*, *Eumenes*, *Pergamon Sq.* and *Rhodian Sq.* Minor Units on their banners;

Special rule #3 for the scenario: The *Eumenes* Minor Unit remains on its banner until the **ROMAN CONSUL FOR SELEUCIDS** enters **MYSIA**, at which point the *Eumenes* Minor Unit is placed on the Consul's card. If at any point the Seleucids capture the Pergamon Place, the *Eumenes* Minor Unit is removed from play for the duration of the game.

- The *Philopoemen* Minor Unit face down in **PELOPONNESOS**;
- The following Mercenaries face-down near their Home Satrapies:
 - Mysians*, *Galatians*;
- All other Units not listed below are not in play.

Special rule #4 for the scenario: The Aitolian League cannot be the target of Roman Diplomacy in this scenario.

SELEUCIDS

Territorial VPs: 8

Treasury = 20 Ts {Tax Base = 45 Ts + any gain during 1st Turn}

Court

ANTIOCHOS III MEGAS {S4} (King, 4 ) , **ZEUXIS** {S6} (Chief Minister), **SELEUKOS IV PHILOPATOR** {S10}, **ANTIPATROS** {S7}, **POLYXENIDAS** {S9}, **MENIPPOS** {S12}, **HANNIBAL** {U4}

Specific Alignment

- IONIA:** All 
- MYSIA:** *Abydos* , *Kyzikos* 
- THRAKE:** *Lysimacheia* , *Perinthos* , *Odrysai* 

Forces

- Aigaion Pelagos*: 2 Squadrons
- Aigyption Pelagos*: 1 Squadron
- LYDIA-PHRYGIA:** *Royal Army* and *Siege Train* Units face-up

Controlled Satrapies

LYDIA-PHRYGIA, **IONIA**, **MYSIA**, **THRAKE**

ROME

- Roman Belligerence:** Very High (Peace)
- Roman Senate:** Seleucids Influential
- Second Punic War:** 'Rome Victorious'
- Roman Agenda:** **ORBI** **FULL WAR**
- 'Freedom of the Greeks' marker face up in its box

Specific Alignment

- ILLYRIA:** *Apollonia* , *Lissos* , *Taulantioi* 
- AITOLIA-EPEIROS:** *Phoenike* , *Akarnania* 
- THESSALIA:** All 
- BOIOTIA-EUBOIA:** *Athenai* , *Chalkis* 
- PELOPONNESOS:** *Korinthos* , *Achaia* , *Megalopolis* 
- KOINON NESIOTON:** *Kyklades* 
- MYSIA:** *Pergamon* 

Special rule #5 for the scenario: once at war with the Seleucids, the Roman priorities will be (from topmost down):

- Battle **ANTIOCHOS III** if he is Campaigning
- Capture *Sardeis*
- Eliminate Seleucid Control in *Europe* (except **AITOLIA-EPEIROS**)
- Make *Sikelikon Pelagos* and *Aigaion Pelagos* Friendly Seas to Rome
- If allied with Rome, Rhodian fleet prevent the Seleucid squadrons from joining together

DEFAULT ALIGNMENT

In every Satrapy with a colored background, complete setup by placing a Garrison  of the associated Kingdom in every empty City and an Alliance  of the associated Kingdom in every empty Tribe Place:

Light Yellow (Seleucids): **LYDIA-PHRYGIA**

DECK PREPARATION

There is no Event deck in this game. Use the Rome Activation deck as usual for Roman Activations.

Ev 39 'Aitolian Promises' begins the game Pending.

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

ROME FREE PASSAGE

ROMAN SENATE

ROMAN BELLIGERENCE

SECOND PUNIC WAR

ROMAN AGENDA ORB

AITOLIAN PROMISES

REMOVE W/ 11 TERRITORY

RB +1

ANTIOCHOS III MEGA

ZEUXIS

SELEUKOS IV PHILOPATOR

ANTIPATROS

POLYKSENIDA

MENIPPUS

HANNIBAL

ANTIOCHOS III MEGA

ZEUXIS

SELEUKOS IV PHILOPATOR

ANTIPATROS

POLYKSENIDA

MENIPPUS

HANNIBAL

12.6. YEAR 190 (1-PLAYER SOLITAIRE INTRODUCTORY SCENARIO) THE DANCE OF ARES

This 1-Turn *solitaire scenario* focuses on the second part of the war between Antiochos III and Rome, leading to the decisive battle of Magnesia, and is meant as both an introductory scenario and one that can be played under an hour. It does involve Minor Powers and Rome (with some modifications).

Starting on Turn 7 – Number of Turns: 1

RESTRICTIONS ON PLAY

- Only the Seleucids are played; Macedon and the Ptolemies are not in play and all aspects pertaining to them are ignored;
- Do not use Event cards; Activations during the Action Phases are handled with defined Activations;

Special rule #1 for the scenario: the Action Phase has 5 alternating Activations with Rome activating first, and the Seleucids second.

- The only map areas in play are: **THRAKE**, **MYSIA**, **IONIA**, **LYDIA-PHRYGIA**, **GALATIA** and **RHODOS**, as well as the *Aigaion Pelagos*, *Propontis*, *Pamphylion Pelagos* and *Aigyption Pelagos* Sea Areas;
- MAKEDONIA** is considered Friendly to Rome (Free Passage);
- Pamphylion Pelagos* and *Aigyption Pelagos* are at all times considered Friendly Seas for the Seleucids; *Aigaion Pelagos* and *Propontis* are at all times considered Friendly Seas for Rome;
- Since *Adrias* and *Sikelikon Pelagos* are not in play, new Roman Squadrons are placed in *Aigaion Pelagos*;
- Directly begin with the Mercenaries Phase;
- During the Winter Quarters Phase, go directly to Victory, which is assessed as follows:
 - The Seleucids win if their Territorial VP total is 6 or more, or if they have compelled Rome to make Peace;
 - The Seleucids lose if they have Surrendered to Rome,

Special rule #2 for the scenario: the Seleucids must Surrender to Rome if Sardeis in **LYDIA-PHRYGIA** is captured by Rome, or (as usual) if the Seleucid *Royal Army* is Dispersed as the result of a battle with Rome.

- Any other result is a draw.

Special rule #3 for the scenario: when the drawn Roman Activation Card shows a Diplomacy Icon , if Rhodes is already Allied with Rome, replace one random Seleucid Alliance with a Roman Alliance.

PLACE THE FOLLOWING UNITS AS INSTRUCTED BELOW:

- The *Katoikoi Asia Minor* Military Colonists face-down in **LYDIA-PHRYGIA**;
- The Military Colonists Unit *Kataphraktoi* is placed off map but can be Mustered by the Seleucids in any Satrapy with a Land Path to **KILIKIA**;
- Eumenes* Minor Unit on Pergamon banner;

Special rule #4 for the scenario: the *Eumenes* Minor Unit remains on its banner until the **ROMAN CONSUL FOR SELEUCIDS** enters **MYSIA**, at which point the *Eumenes* Minor Unit is placed on the Consul's card. If at any point the Seleucids capture the Pergamon Place, the *Eumenes* Minor Unit is removed from play for the duration of the game.

- The following Mercenaries face-down near their Home Satrapies:
 - Mysians*, *Galatians*;
- All other Units not listed below are not in play (including the Seleucid *Siege Train* Unit).

SELEUCIDS

- Territorial VPs: 5
- Treasury = 22 Ts

Court

-  **ANTIOCHOS III MEGAS** {S4} (King, 2 , At War with Rome),
- ZEUXIS** {S6} (Chief Minister), **SELEUKOS IV PHILOPATOR** {S10},
- POLYXENIDAS** {S9}, **HANNIBAL** {U4}

Specific Alignment

-  **IONIA:** All 
-  **MYSIA:** Kyzikos 
-  **THRAKE:** Lysimacheia , Bessoï 

Forces

-  *Propontis*: 2 Squadrons
-  *Aigyption Pelagos*: 1 Squadron
-  **LYDIA-PHRYGIA:** Royal Army face-up

Controlled Satrapies

-  **LYDIA-PHRYGIA**, **IONIA**

ROME

- Roman Belligerence:** Very High (War)
- Roman Senate:** no Influence
- Second Punic War:** Step 'Rome Victorious'
- Roman Agenda:** **ORBI** **FULL WAR**
- 'Freedom of the Greeks' marker face up in its box

Specific Alignment

-  **THRAKE:** Perinthos 
-  **RHODOS:** Rhodos 
-  **MYSIA:** Pergamon , Abydos 

Forces

-  *Propontis*: Pergamene Squadron
-  *Pamphylion Pelagos*: Rhodian Squadron

Special rule #5 for the scenario: the Roman priorities are (from topmost down):

- Battle **ANTIOCHOS III** if he is Campaigning,
- Capture Sardeis,
- If allied with Rome, *Rhodian* fleet prevent the Seleucid squadrons from joining together

DEFAULT ALIGNMENT

In every Satrapy with a colored background, complete setup by placing a Garrison  of the associated Kingdom in every empty City and an Alliance  of the associated Kingdom in every empty Tribe Place:

-  **Light Yellow** (Seleucids): **LYDIA-PHRYGIA**

DECK PREPARATION

There is no Event deck in this game. Use the Rome Activation deck as usual for Roman Activations.



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12.7. YEAR 180 – LAST GLIMMERS

With his great victory at Panion in 200, Antiochos III finally wrested Koile Syria from Ptolemaic hands, as well as most of Egypt's overseas holdings (with Macedonian participation). But after Philippos V was humbled by the Romans at Kynoskephalai three years later, Antiochos III could not resist the lure of Greece and got, in turn, crushed at Magnesia in 190, leaving much of Greece and Asia Minor in the hands of such Roman proxies as the Achaian League and Eumenes II of Pergamon. Meanwhile, the Ptolemies have been busy with a major native rebellion in Upper Egypt but appear now ready to look outward again. As old kings fade away, will the next generation find new avenues now that the presence of Rome is the dominant feature of regional politics?

Starting on Turn 9 – Recommended number of Turns: 3

Place the following Units as instructed below:

- ✦ All Mercenaries (except Galatians and Pirates) face-down near their Home Satrapies;
- ✦ The following Military Colonists face-down in their Home Satrapies:
 - ✦ Katoikoi Asia Minor, Katoikoi Lower Satrapies, Kataphraktai, Cleruchs, NeoMacedonians;
- ✦ Roman Legions and Squadrons off-map;
- ✦ Aitolians and Rhodian Squadron Minor Units on their Banners.

IMPORTANT: the Bastarnai Unit is not yet in play and should be kept off-map pending its arrival per Event. All non-listed Squadrons are kept off-map until built. The Katoikoi Upper Satrapies, Machimoi, Philopoemen Units, Carthaginian Squadron, Pirates and Galatians Mercenaries have been removed from play. The Pergamon Minor Land Unit is temporarily out of play while the Leader EUMENES II is in play. The Parthians Minor Unit is out of play as Syrinx is Garrisoned.

PTOLEMIES

✦ Territorial VPs: **13** + Dynastic VPs: **3** = **Total VPs: 16**

✦ **Treasury = 4 Ts** {Tax Base = 23 Ts}

Court

✦ **PTOLEMAIOS V EPIPHANES** {P10} (King), **KLEOPATRA I SYRA** {S11} (Chief Minister), **PTOLEMAIOS SON OF THRASEAS** {P7}, **LENAIOS** {P11}, **EULAIOS** {P12}, **KOMANOS** {P13}

Forces

- ✦ *Aigyption Pelagos*: 1 Squadron
- ✦ *Royal Army and Siege Train Units* face-up in any Satrapies with an Aligned Place

Controlled Satrapies

✦ **DELTA, THEBAIS, KYRENAIKE, PELOUSIAKON STOMA, KYPROS**

Ongoing Event

✦ Ev 20 'Anachoresis' in effect (Reduced Tax values in **DELTA** and **THEBAIS**)

MACEDON

✦ Territorial VPs: **13** + Dynastic VPs: **1** + King's : **1** = **Total VPs: 15**

✦ **Treasury = 8 Ts** {Tax Base = 10 Ts}

Court

✦ **PHILIPPOS V** {M6} (King, 1 ) , **POLYPHANTOS** {M9} (Chief Minister), **PERSEUS** {M11}, **DEMETRIOS** {M12}, **ANTIGONOS** {M10}, **NIKANOR** {M7}, **DIKAIARCHOS** {M8}, **MILON** {M13}

✦  **Surrendered to Rome once**

Specific Alignment

- ✦ **ILLYRIA**: Ardiaioi  , **THRAKE**: Bessoi 
- ✦ **AITOLIA-EPEIROS**: Phoinike  , Akarnania 
- ✦ **KOINON NESIOTON**: Kyklades  , **KRETE**: Kydonia  , **BITHYNIA**: All 

Forces

- ✦ *Royal Army and Siege Train Units* face-up in any Satrapies with an Aligned Place

Controlled Satrapies

✦ **MAKEDONIA, THESSALIA, AITOLIA-EPEIROS, KOINON NESIOTON, BITHYNIA**

SELEUCIDS

✦ Territorial VPs: **13½** + Dynastic VPs: **2** = **Total VPs: 15½**

✦ **Treasury = 0 T** {Tax Base = 30½ Ts}

Court

✦ **SELEUKOS IV PHILOPATOR** {S10} (King), **ZEUXIS** {S6} (Chief Minister), **MENIPPOS** {S12}, **HELIODOROS** {S14}, **MITHRADATES/ANTIOCHOS IV** {S13} (Hostage in Rome),

✦  **Surrendered to Rome once**

Specific Alignment

- ✦ **SELEUKIS**: Arados 
- ✦ **KOILE SYRIA**: Hierosolyma 
- ✦ **PARTHYENE**: Syrinx  , Tapouroi  , Parnoi 
- ✦ **KAPPADOKIA**: Mazaka 

Forces

- ✦ *Pamphyliion Pelagos*: 1 Squadron
- ✦ *Royal Army and Siege Train Units* face-up in any Satrapies with an Aligned Place

Controlled Satrapies

✦ **SELEUKIS, KILIKIA, PARAPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, ATROPATENE, MESOPOTAMIA, KAPPADOKIA, PARTHYENE, KOILE SYRIA**

ROME

✦ **Roman Belligerence**: High (Peace)

✦ **Roman Senate**: Ptolemies Predominant, Macedon Influential, Seleucids Influential

✦ **Second Punic War**: Step 'Rome Victorious'

✦ **Roman Agenda**: **ORBI** **FULL WAR**

✦ 'Freedom of the Greeks' marker face up in its box

Court

✦ **EUMENES II SOTER** {U6} (Pergamon)

Specific Alignment

- ✦ **ILLYRIA**: Apollonia  , Lissos  , Taulantioi 
- ✦ **THESSALIA**: Larisa 
- ✦ **BOIOTIA-EUBOIA, PELOPONNESOS, MYSIA, IONIA, LYDIA-PHRYGIA**: All 
- ✦ **THRAKE**: Lysimacheia  , Perinthos 
- ✦ **LYKIA-PAMPHYLIA**: Lykia  , Pamphylia 

Forces

- ✦ *Achaians Unit* face-down in **PELOPONNESOS**
- ✦ *Spartans Unit* face-down in **PELOPONNESOS**
- ✦ *Eumenes Unit* face-down in **MYSIA**
- ✦ *Pergamene Squadron* in *Propontis*

DEFAULT ALIGNMENT

In every Satrapy with a colored background, complete setup by placing a Garrison  of the associated Kingdom in every empty City and an Alliance  of the associated Kingdom in every empty Tribe Place:

✦ **Light Blue** (Ptolemies): **DELTA, THEBAIS, KYRENAIKE, PELOUSIAKON STOMA, KYPROS**

*Note that **IONIA** and **KOILE SYRIA** are no longer in Ptolemaic hands*

✦ **Light Purple** (Macedon): **MAKEDONIA, THESSALIA**

✦ **Light Yellow** (Seleucids): **SELEUKIS, KILIKIA, PARAPOTAMIA, BABYLONIA, SOUSIANE, MEDIA, ATROPATENE, MESOPOTAMIA, KAPPADOKIA**

*Note that **LYDIA-PHRYGIA** is allied with Rome*

DECK PREPARATION

Include:

- ✦ all Recurrent Events active on Turn 9
- ✦ all Turn 9 One-Off Events



HUBRIS

TWILIGHT OF THE HELLENISTIC WORLD, 220-165 BCE

RULES OF PLAY



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