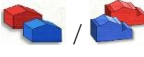











## EXPANSIVE ACTIONS

### SETTLE LOCATION


- play Location card that connects to target unoccupied Location (without , even if target Location is out of Supply
- check connection type:
  - if **land connection**:
    - if regular road: play **1 card** with , *or*
    - if rough road or straits: play **2 cards** with 
  - if naval connection and Sea Zone is **not** enemy-controlled: play **1 card** with 
- if target Location has : you must play additional card with 
- place 
- place target Location card onto your Discard pile

### DEVELOP A LOCATION

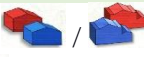



Only if Location is in Supply and worth 2 or more VP.

- play Location card where you have a 
- play **1 card** with 
- take  back to your stock and replace it with 





Benefits (only if friendly-controlled and in Supply):

- 1**  at the end of each Campaign
- 1VP** at the end of game

### FORTIFY A LOCATION

- play Location card where you have a 
- play **Fortification card** and pay **3** 
- place  beside the target 

Limitations:


- only **1**  per Location
-  cannot be added to a Location where a battle is taking place
-  are component-limited, this action can't be selected if all  are on the map

Benefits of a fortified Location:




- starts battle with additional **2 Strength points**
- it's immune to both: Raids and Pillaging
- negatively affects certain units in battle (as noted on cards)

## FINANCIAL ACTIONS




### TAKE MONEY

- play **1 Location card** and take a number of  indicated on it from the bank



### TRADER

- play **1 card** with a  and **1 or 2 Location cards** with 
- then take total amount of  from the bank



### MERCHANT


- play **Merchant card** and **1 or more Location cards** with 
- for every , take **2**  from the bank

### PILLAGE (Once per Round)

- play:
  - 1 card** with , then Pillage enemy coastal Location in your Fleet's Sea Zone, *or*
  - 2 cards** with , then Pillage enemy coastal Location in Sea Zone adjacent to your Fleet's Sea Zone

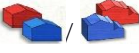

Important:

- can't Pillage a coastal Location if enemy Fleet is present in that Location's Sea Zone
- if you and your opponent both have Fleets that are in the same Sea Zone, you can still Pillage a coastal Location in an adjacent Sea Zone by playing **2 cards** with 
- can't Pillage  Locations
- can't Pillage a Location where battle is taking place

- opponent can block using:
  - Fortification card**, or
  - Triremes card**, or
  - pillaged Location card** (only if in Supply)
- if Pillage is successful, then:
  - take a number of  from opponent equal to half your Warships *rounded down* (take any difference from the bank), then
  - move Pillage marker** 1 space to the right; immediately subtract VPs from opponent's score, then
  - if Pillaged marker reached "8" space, reset it to "0"


## CARD MANAGEMENT ACTIONS


### DRAFT AN EMPIRE CARD OR CONTROLLED LOCATION CARD

- select available (yours or neutral):
  - Empire card**, or
  - controlled Location card** (with your ) that was previously returned to your Empire deck
- pay its cost in  to the bank



*alternatively: Emergency Levy* - when drafting:




, you may pay **double** its cost in  (not in manpower!) and then put drafted card **on top of Draw deck**.

- if card has manpower cost then **play 1 card** with  (from Hand)
- place drafted card onto your Discard pile

### DISCARD CARDS

- discard **1 or more** cards from Hand
- pay cost: cost starts at **0**  for first card, each subsequent card costs **1**  more


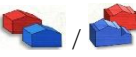
*Example:*

- discarding 1/2/3/4/5/6 cards costs: 0/1/3/6/10/15 

### RETURN CARD TO EMPIRE DECK (Once per Round)

- player puts a card from his Hand back into his or neutral Empire deck.


*Important:*

- controlled** Locations (with ) , both yours and neutral, are returned to your Empire deck
- unoccupied** Locations (without ) are returned to Neutral Location deck
- players can't return neither Rome nor Carthage (capitals) Location cards

### RESERVE A CARD

- select any card from your Hand and put it face-up in "Reserve" box (Limit: maximum 5 cards in Reserve)

### RETRIEVE YOUR RESERVE (Free Action)

- as a Free Action, pay **1**  for *every* card in your "Reserve", then
- retrieve *all* cards from "Reserve" to your Hand

## STRATEGY ACTIONS

### BUY STRATEGY CARD

If you **don't** have *Strategy* card in play, then

- buy available Strategy card: pay its cost + additional cost on Market track, then
- place it in "Strategy" box, then
- move all remaining Strategy cards on the Market to the right and draw new Strategy card (reshuffle discarded Strategy cards if there are no more Strategy cards)


### DISCARD STRATEGY CARD

If you **have** *Strategy* card in play, then

- discard your Strategy card: remove it from your Strategy box

### CYCLE STRATEGY CARDS

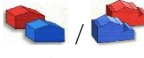






You must always cycle Strategy cards from **right to left**.

- discard 1/2/3 Strategy card(s) from the Market by paying: **0/1/3**  to the bank
- move all remaining Strategy cards on the Market to the right, and draw new Strategy card(s) (reshuffle discarded Strategy cards if there are no more Strategy cards)

# AGGRESSIVE ACTIONS



## ATTACK A LOCATION

One player **can not initiate** more than one battle at the time.

- play Location card that connects to target **enemy-controlled** Location (with , even if target Location is out of Supply
- check connection type:
  - if **land connection**:
    - if **regular road**: play **1 card** with , or
    - if **rough road** or **straits**: play **2 cards** with 
  - if **naval connection** and Sea Zone is **not** enemy-controlled: play **1 card** with 
- play **1 card** with at least **1**  (you **can't** choose instead!) to attacking player's Battle Card space (put the rest of played cards onto your Discard pile)
- then place Battle Round token (Round 1) pointing at attacked Location
- set **initial Battle Strengths**:
  - Defender always starts with 1 Strength
  - if Location has  then Defender gains 2 more Strength
  - if Location has defense modifiers on map then defender gains 1 more Strength
  - then add Strength from Attacker's  card

## REINFORCE A LAND BATTLE



You can **only Reinforce** Locations that you can **trace to a friendly Supply Point**.

- play **1 card** with one or more Military symbols on Battle Card space and add its Strength to battle. **Military symbol** is either:
  - , or
  - if it's coastal Location and Sea Zone is **not** enemy-controlled then it **can** be 


*Note:*

Defender can play Fortification card as +1 Strength

- combined arms bonus**: in *field battles* (**not sieges**),

if you have  +  +  engaged in one battle then immediately receive +1 Strength bonus (only **once** per Battle!)

*Important:*



- adding a  to a land battle is a FREE action (Strength is added immediately)
- losing a location during battle**: put it onto opponent's Discard pile; **don't** modify Strength

## Resolving a Land Battle




**Increase Battle Round by 1** at the start of attacking player's round.


At start of **each** round check battle tracks.



Battle ends if:

- current** player has enough Strength, or
- without** : after 4 Battle rounds
- with** : after 6 Battle rounds



- If Attacker wins:**

- Attacker gains Defender's  / 
- remove  to available stock

3) *optionally* Attacker can now place a  in attacked Location (FREE Action):

- if Location has a  on the map, then Attacker must **additionally** play **1 card** with 

- if Attacker:

- placed a : he places that Location card in his Discard pile
- did not place a : that Location card remains a Defender's "dead" card (the Location is now unoccupied and out of Supply)

- If draw** or **Defender wins**: then Defender retains control of Location

- Prestige:

- Winner** gains **1 Prestige** up to 8 max
- No one gains Prestige if *draw*

- Battle loses** and **Cavalry Superiority**: 

- if *Siege*: **Loser selects** involved Empire (non-location) card and returns it to Empire deck
- if *Field battle*: same as *Siege*, UNLESS Winner finished with **more Cavalry Strength points**: then **Winner selects** which Empire card is lost
- if *draw*: both players lose involved Empire card of their choice



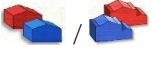



- Discard all other cards from Battle

*Important:*




- neither *Dictator* nor *Mercenary General* can be taken as a loss as they are automatically returned to their Empire decks at the end of battle

## CAVALRY RAID

Only from Location which you *control* and is in Supply




- play 1 or more  cards with Raid ability (only  cards):
  - single card enables to Raid a Location which is directly connected by road to player's controlled Location
  - each additional played card increases the range by 1 connection
- opponent can block a Raid using card from his hand:
  - card with a Raid-blocking ability, or
  - raided Location card (only if in Supply)
- if Raid is successful then player takes  /   
( is replaced with , if possible)

### Important:

- Raids are unaffected by rough connections or intrinsic defensive bonus
- can Raid beyond Location with enemy token
- can't Raid across straits
- can't Raid into or through  Locations
- can't Raid into or through Location where Battle is taking place
- if player loses control over Capital , he does not lose game, but
- if Capital  is settled by opponent, then he wins immediately

## BRIBERY

You can Bribe only cards in Hand/Reserve, but not cards engaged in Battle.




- play card with Bribe ability and pay 1 
- if able, opponent can block as FREE action (but may play blocking card only from hand)
- if not blocked, then:
  - opponent has to return (to appropriate deck) one vulnerable card with  from his Hand/Reserve, *or*
  - reveal his Hand if he has no vulnerable cards with 

















## ENGAGE ENEMY FLEET

Only if you have Fleet in the same Sea Zone as opponent. **You can never** build Warship and Engage Enemy Fleet (**nor vice versa**) in the same round!

- play 1 card with  to start **navy battle**



- both players roll 1 die for each Warship: for every 5-6 one enemy Warship is sunk

- then *optionally* both players (Attacker first) may play  from hand:  
each  rolls a die for each  and hits on 4-6 (except Roman Praetor 5-6)

- then *optionally* if Roman player has **Corvus Strategy** card in play:
  - any  /  from reserve (up to 1  /  card per Warship) may be committed for no cost
  - for every committed  /  card Roman player rolls an additional die in battle:
    -  hits on 5-6
    -  hits on 3-6
  - if Roman player **wins** the battle and at least 1  /  was committed then Roman player **gains 1 Warship**
  - after Battle, if Roman player doesn't have enough Warships for committed  /  then return those excess  /  to Empire deck
  - rest of committed  /  is discarded

- Winner is:** whoever **sinks more** enemy Warships (no Winner if tie or no Warship survived)  
*Exception:* if only one player's Warship(s) survived, he is a Winner

### Aftermath:

- Winner:** gains 1 Prestige point
- Draw** (when tied or both Fleets destroyed): no Prestige, Defender can *optionally* retreat
- Loser must** retreat surviving Fleet to either: adjacent Sea Zone with friendly port or to his Home Port.
- if played, return *Dictator* and *Mercenary General* to Empire deck. **Then:**
  - if Fleet was **not destroyed:**  
discard all played 
  - if entire Fleet was **destroyed:**  
return Fleet token to Home Port and return all played  to Empire deck

## OTHER ACTIONS

### SEA MOVE

If you have **at least 1 Warship**, then as an Action you can move your Fleet token:

- from your Home Port to connected Sea Zone, *or*
- from Sea Zone to other connected Sea Zone, *or*
- from any Sea Zone back to your Home Port

*Important:*

- player may **never** enter enemy's Home Port

### WITHDRAW FROM A SIEGE (Free Action)

You **can't** withdraw during 1<sup>st</sup> round of Siege.

Perform steps **as if you've lost Siege**:



1. you lose a committed non-Location card,
2. both players discard remaining committed cards,
3. **opponent gains 1 Prestige**

*Important:*

- it's a FREE action
- you can Withdraw only from Siege (*not* from Field Battle!) and only as an Attacker

### BUILD A WARSHIP

If you've **not engaged enemy Fleet** in the same Round:


1. pay 3  and **play 1 card** with  to increase Warship track by 1 (max: 8 Warships)


### PASS (Once per Round)

Only once per Round, as 1<sup>st</sup> or 2<sup>nd</sup> Action

1. receive 1 

## REMINDERS

**Mercenary** – vulnerable card marked with  that can be Bribed

**Siege** – a battle in a fortified  area

**Field battle** – a battle in an unfortified area

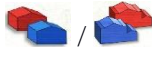
### Sea Zones

- **friendly-controlled:** if you have a Fleet in Sea Zone and opponent does not
- **enemy-controlled:** if opponent does have a Fleet in Sea Zone and you don't
- **uncontrolled:** if neither or both players have Fleet in Sea Zone

**Supply** can be traced:

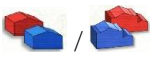
- over any number of land connections
- across any number of *friendly-controlled* or *uncontrolled* Sea Zones
- into or through unoccupied locations
- into or through area where Battle is taking place
- across Straits: up to 2 spaces across Straits, counting from Straits “**end**” Location (therefore **Rome CAN trace Supply to Syracuse** across Straits at the beginning of the game, even if Carthage takes control of the Sicily Sea Zone)

**Location is:**

- **controlled** – Location has  on map
- **unoccupied** – is *not* controlled

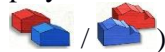
### Location card

In order to use Location card, you must:

- **control Location** - have  on it *and*
- be able to trace a line of *Supply* to Supply Point

Location card is “**dead**” if at least one of below happens:



- Location is out of Supply, or
- Location is under Attack, or
- player has lost control over Location (lost his



An *out of Supply* Location card is “**dead**” unless its location is back in Supply. But it can still be:



- discarded
- put in Reserve
- returned to Empire deck
- if you have control: drafted back from Empire deck

## CAMPAIGN SEQUENCE

1. Set aside Campaign Card; reshuffle Carthage discard pile; Carthage draws to hand limit
2. Draw and resolve **Random Event**
3. **Income:** collect 1  for each *controlled and in-Supply* 
4. **VPs:** gain **VP value** of each **controlled and in-supply** Location that is either:
  - **neutral** (grey), or
  - **Syracuse**, or
  - **enemy** starting Location
5. discard #3 position Strategy card, shift the remaining cards to the right, draw and place a new Strategy card in the #1 position
6. put Campaign card back at bottom of Carthage draw deck
7. **Advance turn marker one space**







## END OF GAME CONDITIONS

### Automatic Victory

1. Rome wins instantly if either:
  - wins Battle in Carthage capital (no need to place a  there), or
  - settles Carthage capital
2. Carthage wins instantly if either:
  - wins Battle in Rome capital (no need to place a  there), or
  - settles Rome capital
3. At the End of Campaign if either:
  - player has at least **25VP lead** over opponent, or
  - player **controls all Locations in Sicily**

### Game Ending Conditions

Game lasts until **at least one** of conditions has been met **at end of Player's Round:**



1. player has placed either: all  or all  onto the board
2. player has captured at least 10VP worth of  and/or  from his opponent  
(: 1VP, : 2VP)
3. A player has 8 Prestige points
4. 12 Turns have elapsed
5. player has scored *at least* 90VP
6. the Peace Event causes game end

Then **Campaign** card is **removed** (there will be *no more* End of Campaign).

Game lasts until all Battles are resolved (it ends immediately after the resolution).

*Neither Player can start neither: new naval nor new land Battle.*

### Game End Victory Points

1. 1VP for each friendly-controlled, developed Location in Supply
2. 1VP for every 1 Prestige
3. 1VP/2VP for every captured  / 
4. VP value of every **controlled** enemy starting Location even if out of Supply
5. 5VP if player controls 7 or more Locations in Sicily even if out of Supply
6. 2VP if player controls 3 or more Locations in Corsica-Sardinia even if out of Supply

In case of a tie: Carthaginian player wins.