

# MEDITERRANEAN EMPIRES

## RULES BOOK



## 0. Designer's acknowledgement

Many thanks to Francisco Ronco, Reyes Gallardo, and the team of Bellica3G. Your work and support allowed us to publish "Mediterranean Empires", the first game released through Bellica3G that was not designed by your team.

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Last but not least to you, dear customer. You have invested your money in this tabletop game and by doing so your confidence in a new designer and a small young game company. I hope "Mediterranean Empires" will give you as many hours of exciting play with your friends as it gave to us during its design, playtest and production.

**Iberia**



**Gaul**



**Rome**



**Carthage**



**Greece**



**Macedonia**



**Egypt**



**Persia**





# 1. Game concept

“Mediterranean Empires” is a strategy game for 2 to 8 players. It depicts the troublesome struggles for power that took place between the Ancient Mediterranean Powers. This happened before the Roman Empire rose to power and conquered all the lands adjacent to the Mediterranean Sea, making that sea their *Mare Nostrum*, - Our Sea. Each player takes the role of one competing Major Power, managing his/her hand of cards to lead his/her Empire to supremacy or decline. Each Empire is set in a specific historical moment, not the same for each of them, as it allows balancing the game:

**Greece:**In V Century B.C., Greek *poleis* were in constant quarrels between themselves about commerce and land control. Two of them rose to lead several leagues in a fight for the hegemony: democratic Athens and militaristic Sparta. They had to join their forces in a war against their foreign enemy: the Persians.

**Macedon:**In 336 B.C., Philip II, who strengthened the Macedonian army and kingdom, was slain. His son, aged 20, was elected as Alexander III. Troublesome times lay ahead for him as Thracians and Illyrians in the North and rebellious Greek city-states in the South needed his close attention. He undertook the great venture, initiated by his father: the invasion of the Persian Empire. This young king became victorious over all his enemies and so attained the name that led him into history: Alexander the Great.

**Persia:**Western provinces of the Achaemenid Empire. In mid IV Century B.C. the Persian Empire was the largest kingdom in the known world. The amount of troops and riches the Empire could amass were enormous. However, it was not as powerful in Darius's epoch as it was in Cyrus's times -the founder of the Empire, 200 years before.

**Egypt:** The Achaemenid Empire ruled Egypt from 525 to 404 B.C. and between 340 and 332 B.C. Their capital was in Sais, in the westernmost branch of the Nile delta. Between both periods the Egyptians managed to free themselves with the help from their Greek allies. Egypt tried to rise to power again and expand its borders.

**Carthage:**Economical and territorial growth allowed Carthage to rise as a first rate power in the Western Mediterranean. At the beginning of the III Century B.C. it clashed with the other great Ancient Republic: Rome. Both Republic's ambitions and aims brought them into conflict, marked by enormous rivalry and hatred. That led to the Punic Wars.

**Rome:**The Republic of Rome was in continuous expansion during the whole era. In the middle of the III Century B.C., Rome projected its power outside the Italian peninsula, which led to successive wars against Carthage and Macedon. It became the leading power in the Western Mediterranean.

**Hispania:**In II Century B.C., after the Roman victory over Carthage, half the Iberian Peninsula was ruled by the Roman Senate. To avoid being treated as conquered, the Iberian people revolted against Rome. Numantia's defense and Viriato's Lusitanian warriors passed into history as the proof of Iberian steadfastness and resilience.

**Gaul:**The Celts called themselves “*galaiin*”, Gaul. The so called “Gaul” was a heterogeneous country inhabited by very different people of diverse ethnic groups. In 56 B.C. Julius Caesar intervened in a quarrel between the Aeduii and Arverni people, beginning his conquest of Gaul and its incorporation into the Roman Empire. Gaul resistance was symbolized by Vercingetorix, who in 52 B.C. led a general revolt against the Roman invader.



## 2. Components

A complete “Mediterranean Empires” game must include:

### Gameboard-Map

It depicts the Ancient Mediterranean World -based on Claudius Ptolomey’s map from II century A.D.- divided into various Provinces, marked with a different color and their own name. All the Cities that belong to a given Province have their names and symbol in the same color as the name of the Province. The most important cities of the Ancient Age are printed on the map, with a proper symbol -a ship- beside them if they are ports. The number near the city name is the size of that city. There are also several Barbarian Areas around the civilized Mediterranean World. They have a printed number that gives the strength of that Barbarian Area. Cities and Barbarian Areas are connected by lines that represent the land routes of communication (note there are two types of land routes: continuous lines that connect cities and discontinuous that connect cities with the Barbarian Areas) or the coastal routes of communication (discontinuous lines crossing sea areas of the map that connect cities). There are also several tracks printed on the map that allow you to track the number of Victory Points (VP thereafter) and Cities each player has, the current game turn and the round, the Enraged Barbarians Track and the Random Event and Barbarian Areas Subduing tables.

### Cards:

Play cards in 8 decks of 35 cards each. Each Empire in play has its own deck  
In each deck you can find up to 7 different types of cards:

- T:**     *Troops*
- F:**     *Fleet*
- L:**     *Leader*
- D:**     *City Defense*
- A:**     *City Assault*
- I:**     *Imperium*
- X:**     *Special Event*

There are cards that have several types printed on them. When you play such a card, you have to choose WHICH type you use, so you will have the effect and/or values of the type you have chosen.

### Card description:

- Card type. It gives information when and how the card can be played.
- Name of the card (mainly for historical reference)
- Illustration (mainly for historical reference)

### Gameboard



### Types of Cards

-  **Troop**
-  **Fleet**
-  **Leader**
-  **City Defense**
-  **City Assault**
-  **Imperium**
-  **Special Event**





Cards



Combat Factors (CF)

- In Field Battle
  - In Naval Battle
  - In City Assault
- Number of die to roll:
- 2 Dice
  - 1 Die

Wooden Disks



Cardboard counters



- The card's text indicates the card's ability, how and when it can be used. It is placed in the lower half of the card.

- Combat Factors (CF hereafter) in the Field Battle. A number under the sword symbol. Instead of a number it can also depict a die/dice so the CF of that card will be the amount obtained after rolling the die/dice. If it has a dash, it has no CF.

- CF in Naval Battle. A number under the ship symbol. Instead of a number it can also depict a die or dice so the CF of that card will be the number obtained after rolling the die/dice. If it has a dash, it has no CF. Also, if the card is a FLEET type, this number also gives you the Naval Transport Capacity of the Fleet card. A Fleet card can Transport as many Troop cards by sea as its Naval Battle CF.

- CF in Cities Defense and/or Assault. Instead of a number it can depict a die/dice so the CF of that card will be the number obtained after rolling the die/dice. If it has a dash, it has no CF. If a card has a dash here, it cannot be used in a City Assault of Defense.

**Wooden disks:**  
(331 total): 32 Fortification markers of each Empire in play, 50 neutral Fortification markers, 25 Subdued Barbarian Area markers.

**Cardboard counters:**  
(43 total): 8 Capital City markers, 8 VP markers (reverse side +40), 8 Cities number markers, 8 Empire Progress markers, 8 Key City markers, 1 Turn marker, 1 Round marker, 1 Enraged Barbarian marker. Also, 5 counters which are included for use with the upcoming 1<sup>st</sup> Expansion set: "Gods Rage".

**Dice:**  
12 six-sided dice.

If you have any problem with the game's components, please feel free to contact us:  
contact@bellica3g.com



### 3. Game set-up

The game set-up changes depending on the scenario and the number of players that take part in the game. You can find the proper instructions in the other book: Playbook and Notes. Each scenario states the Provinces and Barbarian Areas that take part in the game -you only use all of the map in 8 player scenarios-, how many Fortification markers each player has for the initial set-up, which cities are Key Cities -you have to place the appropriate marker on them- which Empires take part in the game and which Capital Cities they have and how many cities are needed for an Automatic Victory. Each player takes the role of one Empire and takes the corresponding deck and wooden pieces. You can choose the Empire randomly or by whatever method you prefer.

#### 3.1 Empire Foundation Step

Before the game starts, players must decide which Empires will be in play in the scenario and who will play which Empire. They can use whatever method they choose to determine this. As the players choose their Empire, they place their CAPITAL CITY marker AND 1 Fortification marker on the city stated in the scenario rules. Place each player's VP marker on the "10" space on the Victory Point Track printed on the map. Place the Turn and Round markers on their respective "1" space. Place the "Enraged Barbarian" marker on its "0" space and place the Key City marker and the neutral Fortification marker on each "Key City" stated in the current scenario rules.

Next each player, in the order as stated in the scenario rules, places one of his available Fortification markers on a city. Each scenario gives the number of Fortification markers each player has available in this step. This city must already contain one of your own Fortification markers or must be empty of any Fortification marker and be connected -by land or coastal route- to one of your own cities with one of your own Fortification marker(s) on it. So, you cannot put "Key Cities" under your control in this step, they are considered to be Neutral. The total amount of Fortifications markers allowed during the Empire Foundation step includes the one that is used for each player's Capital City. During your turn you can put any Fortification marker on a city that already contains your own Fortification marker(s), even in the Capital City of your Empire. In this way you enhance the defensive value of the cities, i.e. augmenting their fortifications. The cost is that you will begin the play with fewer cities in your Empire. This process will be repeated until each player has placed all the Fortification markers allowed by the scenario rules. Place a neutral Fortification marker on the remaining cities -those not being occupied by the players that are not Key Cities- available in the Provinces in play. You can never put a Fortification marker on any Barbarian Area.

At the end of the Empire Foundation Step, each player must count the number of cities that are part of their initial Empire and then place their "Empire Size" marker on the appropriate space in the City Table.

#### 3.2 Drawing Cards

After the Empire Foundation Step, each player draws the number of cards from his own deck as stated below. This number is also the base hand size at the end of each turn.

#### Example: Scenario for 4 Players in the West.



*The Roman player places his Capital City marker and 1 of his Fortification markers at Rome, the Carthaginian player does the same with Carthage, the Iberian player does the same with Numantia and the Gaul player place his marker at Gergovia.*

*Now, the Roman player places his first Fortification marker at Tarquinii, the Carthaginian player at Panormus, the Iberian player at Sedega and the Gaul player at Bibracte.*

*The players continue placing Fortification markers until all of them have placed all their 12 Fortification markers allowed by the scenario rules. This includes the one used for their Capital Cities.*

Cards	Players
14	2 o 3
12	4, 5 o 6
10	7 u 8



## 4. Sequence of Play

Game play is divided into Game Turns and each Game Turn is divided into Rounds. In each Round, each player is allowed to take one action. Also, at the beginning of each Round, a Random Event occurs. The order of play is the same as used in the Empire Foundation Step. A Round ends when all the players have taken their actions. After the last player's action the Round ends and a new Round starts. During each Round, each player can take ONE of the following actions: pass, discard/draw a card, play an Imperium card or declare a Military Expedition (ME).

### 4.1 Events

At the beginning of each Round roll 2d6 and add the result. Consult the Random Event Table printed on the map and find the result of the die roll. This will give you the Random Event for this Round. This Random Event can affect one or more players and is resolved before any player takes his action. If the Random Event "End Turn" occurs, the Game Turn ends immediately without giving the players an opportunity to take any actions for the current Round. Some Random Events require another die roll on another Table that is also printed on the map beside the Random Event Table.

Random Event die rolls are modified as follows: +1 for every previous Round already finished in the current Game Turn. Also, if all the players "Passed" in the previous Round, add +2 to the current Random Event die roll.

### Events Description

#### Prosperity:

Each player, in Game Turn order, can choose between: a) draw 2 additional cards from his/her deck OR b) immediately earn 2 VPs.

#### Fine Weather:

You will not roll for straits shipwrecks for the duration of the Round. Also, the "Storm at Sea" card's die roll will be modified by -1 for the duration of the Round.

#### Neutral Attack:

Randomly choose one player. This player rolls 1d6 on the Neutral Attack Table and chooses which neutral City will attack and its target. The chosen neutral City declares an ME over land against another City, owned by any player, connected to the neutral City-by land, coastal route and even through a Subdued Barbarian Area- with the Combat Factor given on the neutral City Attack Table. The player chooses the target City for the attack. If the attack is successful, the targeted City becomes neutral and you have to remove the Fortification marker(s) of the previous owner and replace them with the same number of neutral Fortification markers. Also subtract the lost City from the previous owner's total number of Cities and appropriate VPs from his total. If there is no neutral City that can attack another City owned by any player, treat the Random Event as NO EFFECT and continue play.



**Diplomacy Season:** All the players can play up to 2 Imperium type cards as their action during a Round, *but no one can declare a ME during the whole Round*. If a player wants to play 2 Imperium cards, first resolve one card before playing the second card. The Imperium cards that allow Barbarian attacks are not considered ME declarations by any player, so they can be played during the Diplomacy Season. This Random Event allows you to play a card you have just drawn or stolen as a result of playing your first Imperium card as a second Imperium card.

**Enraged Barbarians:** Increase the level of the Enraged Barbarians by one by moving the marker on its track. If it is already at its maximum level of 3, treat the Random Event as NO EFFECT and continue play. Each increase on this track allows the Barbarian Areas to roll 1 additional die during combat -as the attacker or defender. The players also have a die roll modifier of -1 per level of the Enraged Barbarians when rolling on the Barbarian Subduing Table.

**Campaign Season:** Each player can declare up to 2 ME as his action for this Round. You must declare and resolve one action first before declaring and resolving the second one. No one can play any Imperium type card during this Round.

**Going Home:** Each player can go through his discard deck and choose, in Game Turn order, a previously discarded Troop, Fleet or Leader type card and return it to his hand. The player has to show and announce the card retrieved in this way.

**Foul Weather:** Add 1 die to any strait shipwreck die roll during the whole Round. Also, add +1 to any "Storm at Sea" card die roll.

**Pirates:** Randomly choose one player. This player rolls 1d6 on the Pirates Attack Table and chooses which port City will be attacked. The chosen port City has to be owned by any player. The chosen port City is attacked by the Pirates as a naval ME that will directly attack the city - not allowing land interception- with the Combat Factor given on the Pirates Attack Table. If the attack is successful, the targeted City becomes neutral and you have to remove the Fortification marker(s) of the previous owner and replace them with the same number of neutral Fortification markers. Also subtract the lost City from the previous owner's total number of Cities and appropriate VPs from his total. If there is no port City that can be attacked (no player owns a port City), treat the Random Event as NO EFFECT and continue play.

**Shortage:** Each player, in Game Turn order, can choose between: a) discard 2 randomly chosen cards from his/her hand OR b) immediately lose 2 VP. If you cannot discard two cards, because you have less than two in your hand, you lose 2 VPs.

**End Turn:** A Game Turn ends immediately and the players don't take any actions for the current Round. Move the "Enraged Barbarians" marker to the "0" space.

#### 4.2 End of Game Turn

A Game Turn ends when the "End Turn" event occurs at the beginning of a Round. When a Game Turn ends, you have to recount the VP. You have to accumulate VP to win at the end of the game. You also have to check if any player increases or lowers his base hand size for the next Game Turn.

#### At the end of Game Turn 1:

+1 VP & +1 extra card for each "Key City" you own.  
+5 VP & +2 extra cards for having the largest Empire - having the most number of Cities under control. IF there is a tie between two or more players: +3 VP & +1 extra card for each player in the tie.  
-3 VP & -1 card if you don't control your own Capital City.

#### At the end of Game Turn 2:

+1 VP & +1 extra card for each "Key City" you own.  
+5 VP & +2 extra cards for having the largest Empire - having the most number of Cities under control. IF there is a tie between two or more players: +3 VP & +1 extra card for each player in the tie.  
-3 VP & -1 card if you don't control your own Capital City.  
+3 VP & +1 extra card for the best progress in expanding your Empire this Game Turn (you were the player who acquired more Cities this Game Turn). IF there is a tie between two or more players: +2 VP to each player in the tie.

#### At the end of Game Turn 3:

Same as Game Turn 2, but multiply the Victory Point awards and penalties mentioned above by 2.

Each player has to track his own Empire's progress during the game -you have to count how many Cities you take control of in each turn. So you will place your "Progress" marker on the space occupied by your "Empire Size" marker after Game Turn 1. Each time you gain a new City, you will advance your "Progress" marker one space forward. Each time you lose control of a City, you will move your "Progress" marker one space back. So, at the end of any turn after Game Turn 1, each player can establish his progress by the number of Cities taken during the Game Turn. This by simply establishing the difference between the space occupied by his "Empire Size" marker at the beginning of the Game Turn and the current space occupied by his "Progress" marker at the end of the current Game Turn. The player with the greatest Progress will earn VP immediately and the extra cards for his hand in the next Game Turn.

After adding VP at the end of each Turn, each player reshuffles his own draw deck, adding all the discarded cards. The cards that the players are holding in their hands -or those in the hands of other players- remain there for the next Turn. Then, each player replenishes his hand up to the number allowed by the scenario rules (see rule 3.2.) plus/minus the cards added/deducted by the end of Turn recount (see rule 4.2 above).

If a player has more cards in his hand than his maximum hand size, he must discard down to the maximum allowed. The owner chooses which cards are discarded. Those cards will begin the new Turn in the discard pile.

Move the "Enraged Barbarians" marker to the "0" space if not already there.

Each player place his "Progress" marker in the same space as occupied by his "Empire Size" marker in order to track progress in the new Turn.



### Example (end of turn 2) : Scenario for 4 Players in West.



End of Turn 2. The Roman player began the Turn with 14 Cities, the Gaul player with 15, the Iberian player with 14 and the Carthaginian player with 15. At the end of Turn 2, the Roman player ends with 18 Cities (a progress of 4), the Gaul player ends with 18 Cities (a progress of 3), the Iberian player ends with 16 Cities (a progress of 2) and the Carthaginian player ends with 18 (a progress of 3).

The Roman player made the best Progress during the Turn. Also, the Roman player ends the Turn with 2 Roman and 1 Gaul card in his hand. The Roman player cannot discard any of these cards. He gains 3 extra cards -1 for a Key City he owns & 1 for having the best progressing Empire in the Turn & 1 for being tied with the Gaul player in the largest Empire category. So, he can draw 12 new cards from his deck, after reshuffling the remaining cards with his discarded cards. Then draws the cards and after all other players have done the same, a new Turn begins.

#### 4.3 Victory Point gains/losses during the Turn.

The players can also gain or lose VP during the Turn as they take actions during the Rounds of play:  
+2 VP for each battle won (naval or field), not for a battle that subdued a Barbarian Area -which has its own reward (see rule 7.0). ONLY the player who declared the ME or who intercepted it gains the VP, not the players that only played cards to intervene into the battle.  
-2 VP for each battle lost (naval or field), including the battle that subdued a Barbarian Area. ONLY the player who declared the ME or who intercepted it loses the VP, not the players that only played cards to intervene into the battle.  
+X VP for gaining control (by any way) (X is equal to the SIZE of the city).  
-X VP for losing control (by any way) (X is equal to the SIZE of the city).  
+X VP for subduing a Barbarian Area (see rule 7.0).



#### 4.4 End of game

The game can end in one of two ways: at the end of the last Turn (usually Turn 3, but see Optional Rules 8.3 & 8.4) OR if any player owns the number of Cities needed for an Automatic Victory at any time during the game (the scenario rules state the number needed in each case). If no player obtained an Automatic Victory, the player with the highest number of VP is declared the winner. If there is a tie, the winner will be the player who controls the most Cities. If the tie remains, the winner will be the player who controls more Key Cities. If the tie remains, all the tied players are declared as winners. Also, the Victory Points Track is divided into different segments so the players can evaluate their performance during the game. Those segments state the level of development their Empire obtained during the game, depending on the amount of VP a player has gained: “Back to Barbarism” (1-10), “Other power’s vassal” (11-20), “Ascending Power” (21-30), “Dominant Power” (31-40), “Hegemonic Empire” (more than 40).

The amount of VP a player has can never drop below “1”. Ignore the effect of any event that makes the player’s VP decrease below “1” VP. When a player has more than 40 VP, flip the VP marker to show “+40” and begin counting again from the first space on the Victory Point Track.

## 5. Actions

Remember that game play is divided into TURNS and each Turn is divided into ROUNDS. Each Round allows each player to take ONE action, beginning with the player whose Empire is the first in the turn order stated by the scenario rules. Next each player takes an action in that Turn order. Each player has an “Action Phase” to take his action for the Round. Each player can choose (unless a Round’s Random Event states otherwise) one action:

### 5.1 PASS

A player doesn’t take any action in his “Action Phase”. A player without cards in his hand is forced to pass. If all the players pass in the same Round, the next Round’s Random Event die roll is modified by +2.

### 5.2 DISCARD & DRAW A CARD

A player discards a card of his choice from his hand and then draws a new one from the draw deck.

### 5.3 PLAY AN “IMPERIUM” CARD

A player plays ONE “Empire” type card and applies its effects.

### 5.4 DECLARE A “MILITARY EXPEDITION”.

This is the usual way of provoking and conducting combat. The player whose “Action Phase” is being played is declared as the “Attacker” and any target (even if another player) is named the “Defender”. There are three types of combat: Naval Battle, Field Battle and City Assault.

The attacking player has to choose the target of his ME: a Barbarian Area, a neutral City or a City owned by another player. In any case, the attacking player must choose any Troops/Fleet type cards from his hand to assemble the ME. The players put the cards face down in front of them, to show to all the players the number of cards that compose the ME -not the type, identities or values. Those cards represent the “Attacking Military Expedition”.

#### 5.4.1 Military Expedition Routes

To be able to attack a City or a Barbarian Area, the attacking player has to trace a route from his own Capital City -the point of departure for the ME- to the chosen target. The attacking player has two options available to trace the ME’s route:

**Land route:** This route has to be traced exclusively through Cities controlled by the attacking player and/or Subdued (by any player) Barbarian Areas. These Cities and/or Subdued Barbarian Areas must be connected with Land and/or Coastal communication routes and must trace a path from the Capital City of the attacking player to the target of the declared ME.

**Naval route:** This route has to be traced from the Capital City to a Port City -even the Capital City can be a Port- and then, through an unlimited distance by the sea, to another Port City. If the Port City is not controlled by the attacking player that Port City has to be the chosen target for the current ME.

A player can combine both types of routes for the same ME. A player can use a Land route before AND after a Naval route -but a Naval route can be used only once for a given ME.

The players have the following limitations while tracing ME routes:

-You cannot include the “Fleet” type cards if the ME only uses a Land route.

**Example:**

**Military Expedition. Mixed land-naval route:  
Iberia attacks Capua**



The Iberian player decides to attack Capua. The player conquered Neapolis in a previous Round and wants to capitalize to attack inside Italy. The Iberian player plays 4 cards one of them is the “Greek Allies” card that will be used as the fleet to move the ME to Italy

The Iberian player declares a combined land/naval route from Numantia, the player’s Capital City to the target, Capua. The ME follows the path Numantia - egeda- Saguntum, then it will go by a Naval route through Neapolis, an Iberian owned Port City, to the target City, Capua.







### Example: Land Military Expedition. Straits Crossings



A Land route from Roma to Utica through Aleria and Nora requires 3 shipwrecks rolls.

-You can include the “Troops” type cards in a ME that uses a Naval route, but you have to take into account the following:

a) You have to include at least ONE “Fleet” type card in that ME.

b) You cannot exceed the number of “Troops” type cards that the Fleet(s) can carry. The carrying capacity is determined by the total Naval Battle CF value of the “Fleet” type cards in the ME.

- If you don’t control your own Capital City, you can only declare a ME to attack your own Capital City. It is not necessary to trace any route and you can choose to use a Land or Naval route (only if the Capital City is also a Port City) for the combat procedures.

#### 5.4.2 Landings

Any ME that makes use of a Naval route can choose to land next to the Port City or can choose to try a direct assault on the Port City defenses.

The attacking player can try to directly attack the Port City defenses if the sum of the City Assault CF of all the Fleet type cards in the ME is equal to or higher than the targeted Port City size. If the sum is lower, the ME is forced to land next to the Port City coast. A coastal landing is treated as part of a Land route for a ME, so it allows the defending player to intercept the attacking ME with a ME of his own, to force a Field Battle. The landing can also be affected by some cards events.

#### 5.4.3 Coastal routes of communications & Straits crossings

The Land communication routes for a ME can include one or more coastal communication routes. Any ME that follows one or more coastal communication routes is using some ships to cross the straits. The risk of encountering bad weather conditions makes the coastal communication routes riskier than the Land routes. A ME that follows one or more coastal communication routes at any time during its route to its target has to roll for a shipwreck. This is done by rolling 1d6 for each coastal route used. You make all these die rolls before any interception declaration. For every “1” rolled, there is some chance of a shipwreck. The player next rolls 2d6 for each “1” obtained. If one of the two dice shows a “1”, the player has to randomly discard ONE card from his ME, and the ME process continues. If BOTH DICE show a “1”, ALL the cards that are part of the ME are discarded and the ME process ends immediately. The number of dice to be rolled can be modified by the Round’s Random Event. If the “Foul Weather” event is in effect, you will roll 2d6 in the initial roll and you will roll 3d6 in the second roll -and you will discard all the cards that are part of the ME with just two “1” results!!!

#### 5.4.4 Interception

Defending players -neither Barbarian Areas nor neutral Cities- have a limited capacity to respond to any attack they receive. After the attacking ME has “arrived” at the targeted City -i.e., it has traced its route, checked for the straits shipwreck, resolved any Special Event type card that was played the defending player can choose the Troops/Fleet type cards from his hand to declare a “defending ME”. This defending ME is going to intercept the attacking ME. The defending player places his cards face down in front of him. The players can only intercept if they control their own Capital City and can trace a route -Land/Naval (see 5.4.1)- from their Capital City to the position -see below- where they are going to intercept the attacking ME.

The defending player is not forced to intercept. A player may choose to decline interception and the sequence of play will move to the City Assault procedure.

(Ver ejemplo en página siguiente)

### Land interception:

A Land interception can take place on any City or in any Subdued Barbarian Area along the route of the attacking ME, even on the target City. The defending ME has to trace a route as described in rule 5.4.1 -and must roll for the straits shipwreck if applicable and can suffer the adverse effects of any Special Event type card that is played against him. The defending player has to choose any City or Subdued Barbarian Area along the route of the attacking ME as the position for the interception and then trace a route from his own Capital City to this "interception position".

### Naval interception:

A Naval interception can take place if the attacking ME uses a Naval route -even in a mixed Land/Naval route- and the defending player can trace a Land route from his own Capital City to a Port City that he owns -even if the Capital City itself is a Port City. A Naval interception implies that the defending ME includes any Fleet type card to fight the ensuing Naval Battle. Treat a Naval interception as the act of declaring a ME with a Naval route -it can suffer the adverse effects of any Special Event type card that is played against the ME. The Naval interception doesn't take place in a predetermined position; as the Naval route can be of any length the intercepting player just announces the interception and it takes place -historically the intercepting force would lay in wait or search for the enemy fleet in a confined strait or near the coast for the enemy fleet.

A Land interception forces a Field Battle and a Naval interception forces a Naval Battle. The defending player can declare both a Naval and Land interception against the same attacking ME, choosing the order in which the battles are resolved and declaring and next resolving one after the other -if the attacking ME uses a mixed Land/Naval route. However, a player CANNOT declare TWO interceptions of the same type (Land or Naval) against the same attacking ME, in any case.

### 5.4.5 Naval Battle

Follow the sequence below to resolve a Naval Battle:

#### Deployment:

Both players turn the cards that compose their respective ME face-up. The Fleet type cards capable of carrying all the Troops type cards present in the ME MUST be among them. If there are not enough Fleet type cards, you must discard enough Troop type cards randomly to conform to the carrying capacity of the Fleet type cards present. The players have to distribute their Troop type cards present in the battle among the Fleet type cards present in the battle, within the limits of each Fleet type card's carrying capacity. Both players sum up their Naval CF present in the battle and announce it.

Now, both players can play any number of Leader type cards. Also, any player can play the Special Event type cards to help or to harm any side in the battle. There is no limit to the number of cards that can be played, so all the players can continue playing cards until they no longer want to do so. The Leader type cards added to an attacking ME during a Naval Battle stay with the ME up to the end of the ME procedure -i.e. if the attacking ME wins the Naval Battle, the Leader type cards played are added to the ME for any following Field Battle and/or City Assault that will occur.

### Example:

#### Naval Interception

Following the previous example we examine the procedure to resolve the Iberian ME against Capua. The Roman player, who owns Capua, wants to defend the City and intercepts the Iberian ME. He chooses three cards from his hand to intercept by sea, and places them face down in front of him. The defending ME sails from Rome to intercept the Iberian ME, and to initiate a Naval Battle.

### Example:

#### Naval Battle

Let's go to the Naval Battle resolution: The Iberian player flip his cards face-up: "Greek Allies" as a Fleet type card (Naval CF 3) transporting one "Scutarii" (Naval CF 2), one "Barbarian Allies" as a Troop type card (Naval CF 1) and one "Caetrati" Troop type card (Naval CF 2), for a total of 8 Naval CF. The Roman player flips his three cards and shows: a "Liburna" Fleet type card (Naval CF 3) transporting one "Velites" Troop type card (Naval CF 1), and another Fleet type card called "Roman Trireme" (Naval CF 3), for a total of 8 Naval CF. The Roman player decides to play a Leader type card adding one "Consul" card to the battle and 1d6 more to his battle die roll. The Greek player decides to play a Special Event card to help the Iberian player and place one "Mercenary Strategos" card, face-up on the table giving the Iberian player 1d6 more to his battle die roll.

#### Battle Opening

The Roman player rolls 1d6 for the special effect of his "Roman Trireme" card. He rolls a "4" and fails to sink the Iberian "Greek Allies" card fleet.

#### Battle Resolution

Now both players roll 1d6 plus bonuses (both have gained another 1d6 through playing cards). The Roman player also doubles the Naval CF of his "Velites" card due to the Special Event of the "Liburna" card. The final CF for the Iberian player:  $8 + 2d6$  (4 & 5): 17. The final CF for the Roman player:  $8 + 2d6$  (6 & 2): 16. The Iberian player wins the battle.

#### End of battle

The Roman player has to discard his 4 cards, but before doing so he rolls 1d6 to inflict additional casualties to the Iberian ME. He rolls 1d6 and obtains a "5", inflicting no additional casualties. The Greek player discards his played "Mercenary Strategos" card. The Iberian player continues his ME to Capua and doesn't discard any cards.

#### Casualties Recovery

The Roman player has to roll 4 times for his 4 cards. As he scores no "6", no card is returned to his hand. Then he rolls again for the "Consul" card and obtains a "5", so the "Consul" card returns to his hand.





Example: Naval Interception



Example: Naval Battle

### Battle Opening:

First simultaneously resolve the effects of any cards present in the battle that start with the text "At the beginning of a Naval Battle...". If any Fleet type card is to be discarded by the play of such a card, the Troops type cards carried by the discarded Fleet type cards are also discarded. If there are no cards left on one side, the battle ends and the side which is left without any cards loses the Naval Battle. Skip the "Battle Resolution" step. If both sides are left without any cards, the defender wins the battle. The cards that were discarded during this step of a Naval Battle are put into the discard pile and do not contribute their CF to the resolution of the Naval Battle.

### Battle Resolution:

Both sides roll 1d6 plus all the dice added by the cards affecting the battle. They total the result of their die roll and add this to the remaining CF in the battle. The player with the highest total wins. In case of a tie, the defender wins. Apply the VP gained and lost.

### Additional Casualties:

If the attacker won the Naval Battle, the defending player will roll a 1d6. If the die roll is equal to or less than the number of Troop and Fleet type cards the defending player DEPLOYED in that step of the battle sequence -before the Battle Opening discards-, the attacking ME must lose ONE Troops or Fleet type card chosen randomly. If a Fleet type card is chosen, also discard any Troop type card carried by this Fleet type card. If an attacking ME loses all its remaining cards during this step, the ME procedure ends and the game continues.

### End of Battle:

Discard all the cards from the intercepting ME -regardless of the outcome of the battle. If the intercepting (defending) ME won the battle, the attacker also discards all of his cards and the Battle Resolution ends and the game continues. If the attacking player won the battle, the ME continues to its target, less the losses it suffered during the battle. All the cards added to the battle by other players whose ME was not involved in the battle are also discarded.

### Casualties Recovery:

Roll 1d6 for each card discarded during the battle. Don't include the Special Event cards played by the players that were not directly involved in the battle. When a die roll of "6" is made, return a discarded card to the hand of the player who played it. Some cards (Roman "Consul" & Carthaginian "Libyan Elite Phalanx") have special properties that need a different die roll result to be returned to the player. Carefully read the text on the cards, they allow for an additional recovery die roll as stated in the cards text.

## 5.4.6 Field Battle

Follow the sequence below to resolve a Field Battle:

### Deployment:

Both players turn the cards that compose their respective ME face-up. Fleet type cards cannot participate in Field Battles so if there is any present, because this is a ME with a mixed Land/Naval route, put them aside until the Field Battle ends. If you used a Fleet type card that can also be used as a Troops type card, you cannot use it now as a Troops type card. Each card can only be used for one type of card in each ME. Both players sum up their Field Battle CF present in the battle and announce it.

### Example: Field Battle

After the Naval Battle the Iberian ME lands at Neapolis and attacks Capua City. The Roman player decides to intercept by a Land route.

Now, the Roman player knows the exact composition of the Iberian ME, so he chooses to intercept at Capua City. He chooses 4 cards from his hand as his intercepting ME.

### Deployment:

The Iberian player can only use the 3 Troop type cards. The "Greek Allies" card is put aside as it was used as a Fleet type card. The Iberian player counts the cards: "Scutarii" (CF 5), "Barbarian Allies" (CF 8) and "Caetrati" (CF 6). Since the Iberian player has one "Scutarii" and one "Caetrati" card in the same battle both of them add +1 to its CF giving a total of 21 Field Battle CF. The Roman player flips the 4 cards and shows his cards: "Equites" (CF 4), "Hastati" (CF 4), "Principes" (CF 6) and "Triarii" (CF 8). Since the Roman player has "Hastati", "Principes" and "Triarii" in the battle, the Roman player adds +4 to his Field Battle CFs for a total of 26. The Iberian player decides to play a Leader type card "Viriato" to gain 1d6 more in the ensuing Battle Resolution step.

### Battle Opening:

There is no card present in the battle with any special effect so play continues to the Battle Resolution.

### Battle Resolution:

The Roman player rolls 1d6 + 26 CF. The Iberian player rolls 2d6 + 21 CF. The Roman total:  $26 + 1d6$  (2) = 28 Field Battle CF; the Iberian total:  $21 + 2d6$  (3 & 5) = 29 Field Battle CF. The Iberian player wins the battle.

### End of the Battle:

The Roman player discards his 4 cards and rolls a 1d6 to inflict additional casualties on the Iberian ME. He rolls a "3" so the Iberian player has to discard one card randomly: "Barbarian Allies" is chosen. Now the Iberian player can assault Capua. The "Greek Allies" card is returned to the Iberian ME.

### Casualties Recovery:

The Iberian player rolls for his "Barbarian Allies" card and obtains a "6", so the card returns to his hand. The Roman player rolls for his 4 cards and scores no "6", so he recovers none of them.





## Land Interception



## Deployment



## Battle Resolution



## End of the Battle





Now, both players can play any number of Leader type cards. Also, any player can play Special Event type cards to help or to harm any side in the Field Battle. There is no limit to the number of cards that can be played, so all the players can continue playing cards until they no longer want to do so. The Leader type cards added to an attacking ME during a Field Battle stay with the ME up to the end of the ME procedure -i.e. if the attacking ME wins the Field Battle, the Leader type cards played are added to the ME for any following City Assault that will occur.

### Battle Opening:

First simultaneously resolve the effects of any cards present in the battle that start with the text “At the beginning of a Field Battle...”. The cards discarded during this step of a Field Battle are sent to the discard pile and do not contribute their CF to the resolution of the Field Battle. If there are no cards left on one side, the battle ends and the side which is left without any cards loses the battle. Skip the “Battle Resolution” step. If both sides are left without cards, the defender wins the battle.

### Battle Resolution:

Both sides roll 1d6 plus all the dice added by the cards affecting the battle. They total the result of their die roll and add this to the remaining CF in the battle. The player with the highest total wins. In case of a tie, the defender wins. Apply the VP gained and lost.

### Additional Casualties:

If the attacker won the Field Battle, the defending player will roll a 1d6. If the die roll is equal to or less than the number of Troop type cards (don't include any Fleet type cards) the defending player DEPLOYED in that step of the battle sequence -before the Battle Opening discards-, the attacking ME must lose ONE Troop type card chosen randomly. If the attacking ME loses all of its remaining cards during this step, the ME procedure ends and the game continues.

### End of Battle:

Discard all the cards of the intercepting ME -regardless of the outcome of the battle. If the intercepting (defending) ME won the battle, the attacker also discards all of his cards and the Battle Resolution ends and the game continues. If the attacking player won the battle, the ME continues to its target, less the losses it suffered during the battle. Now add the Fleet type cards the attacker has put aside during the Field Battle resolution step to the ME. All the cards added to the battle by the other players whose ME were not involved in the battle are also discarded.

### Casualties Recovery:

Roll 1d6 for each card discarded during the battle. Don't include the Special Event cards played by the players that were not directly involved in the battle. When a die roll of “6” is made, return a discarded card to the hand of the player who played it. Some cards (Roman “Consul” & Carthaginian “Libyan Elite Phalanx”) have special properties that need a different die roll to be returned to the player. Carefully read the text on the cards, they allow an additional recovery die roll as stated on the cards text.

## 5.4.7 City assault

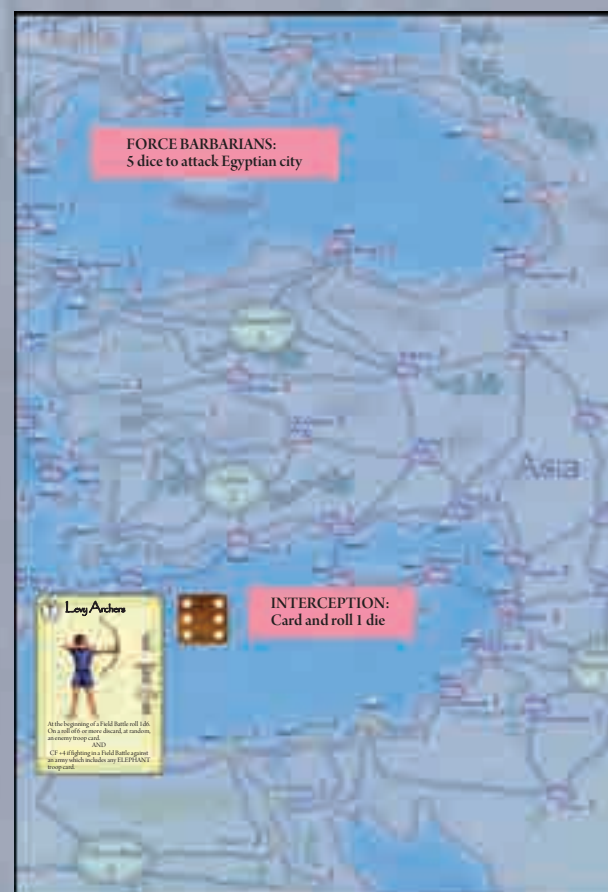
### Deployment:

When a ME arrives at its designated target, its cards are revealed (if not already). The Fleet type cards only count for the purpose of assaulting the City if the City is a Port and is attacked using a Naval route. If you have no

## Battle for Capua



## Example: Neutral Attack (Pirate)





Troop/Fleet type card in your hand with at least a City Assault CF of “1”, you cannot attack the City and the ME ends. Discard all the cards that took part in the ME. When you reveal your ME composition, you have to verify that you have enough carrying capacity in your Fleet type cards to transport all the Troops type cards, if you were using a Naval route for your ME. If there is not enough carrying capacity, randomly discard Troop type cards until there is enough carrying capacity left. If, by a mistake, there is no Fleet type card with the ME, discard all the cards and end the ME procedure without attacking the City.

Next the attacking player totals his City Assault CF present in the attack and announces it. A City always defends by rolling a number of dice equal to the size of the City and the number of Fortification markers on it. Add 1d6 if the City is the Capital City of any player -only if controlled by the owner. Key Cities don't add any dice to this die roll.

Now, both players can play any number of Leader type cards. Also, any player can play Special Event type, City Assault and City Defense cards to help or to harm any side in the City Assault. There is no limit to the number of cards that can be played, so all the players can continue playing cards until they no longer want to do so. In a City Assault, a defending player can never use any Troop or Fleet type cards.

#### Assault Resolution:

The attacker rolls 1d6 plus all the dice added by the cards that he and other players have committed to the battle. The attacker totals the result of the die roll and adds it to the CF remaining in the Assault to find his total. The defender rolls a number of 1d6 equal to the City Size plus his Fortification markers plus all the dice added by the cards that other players have committed to the battle. The defender totals the result of the die roll to find his total. The player with the highest total wins. In case of a tie, the defender wins.

#### End of Battle:

If the attacker won the assault, he conquers the City (see 6.0). If the defender won the assault, he keeps control over the City. However, all the cards played and the entire attacking ME are discarded. There is no chance of recovering cards after a City Assault (except those stated in cards text).

## 6. Conquest

If the attacking ME wins the City Assault, the attacking player conquers the City. The previous owner of the City must withdraw his Fortification markers from the city. The new owner then substitutes those Fortification markers for his own Fortification markers -i.e. the City retains its fortification level, but the markers are changed to show the new owner. If the City was a neutral, its Fortification markers goes to the neutral supply of Fortification markers. Some events (from the cards like “Barbarian Allies” or from the Round's Random Events like “Neutral Attack” or “Pirates”) can make a player lose control over a City. So the player will have to withdraw his Fortification markers from the City and substitute them by a Neutral Fortification marker from the neutral supply. A player that conquers a City gains the number of VP equal to the size of the City. If a player loses control over a City (by whatever cause), he loses the number of VP equal to the City size as well.

Also, the players can take control over Cities by some Imperium type card effects. Treat those acquisitions as a conquest for all purpose (Fortification markers substitution and VP gains and losses).

## 7. Barbarian Areas

The Barbarian Areas are shown on the map as different locations. They are treated differently than the civilized Cities they are adjacent to. These areas contain the name of the dominant barbarian tribe and a number. The Barbarian Areas are hostile to all the players and you cannot trace a route for a ME through a Barbarian Area until the area is Subdued. A Subdued Barbarian Area doesn't hinder tracing a communication route such an area. A Barbarian Area has its defense and attack strength represented by the number printed in the area on the map. This number is the number of d6 used in an attack or defense of the area. This number can be increased if the Round's Random Event “Enraged Barbarians” has already been rolled. The space occupied by the “Enraged Barbarians” marker shows the number of d6 you must add to the Barbarian Area's dice strength. The number of dice is used for all combat purposes: defense or attack (Field Battle or City Assault). The Barbarian Areas don't have a Naval Battle capacity. You don't roll the base 1d6 for any combat, like the civilized Empires do in every Battle or City Assault, since it is already incorporated in the Barbarian Area's dice strength.

A player can attack a Barbarian area by designating it as the target for a ME. The battle is always resolved as a Field Battle. At the end of the battle all the cards that the attacker hasn't recovered are discarded and the ME action ends. The Barbarian Area will be treated as the defender for the purpose of a tie.

When an attack against a Barbarian Area is successful, place a Subdued marker on it. Then the attacking player rolls 1d6 on the Barbarian Subduing Table and findsthe result of the ME (see the Table on the map and the players' aid charts). This die roll has several modifiers that are printed on the Table. The possible results are:





**Difficult campaign:**

The attacker must choose between gaining 1 VP or gaining 2 VP and discarding a randomly chosen card from his hand.

**Migration:**

The attacker gains 2 VP but must also withdraw a Subdued marker from another Barbarian Area connected to the one he has just subdued, if such an area is present.

**Pacification:**

The attacker gains 3 VP and draws a card from his deck.

**Terror spreads:**

The attacker gains 4 VP, draws 2 cards from his deck and can choose to place another Subdued marker in another Barbarian Area connected to the one he has just Subdued, if such an area is present.

**Triumphal campaign:**

The attacker gains 5 VP and draws 3 cards from his deck.

Players do not gain VP by winning the battle against a Barbarian Area. The only gain made is stated on the Barbarian Subduing Table. However, the attacker who loses the battle against the Barbarian Area ALWAYS loses 2 VP.

Barbarian Areas can be also be Subdued by playing some Imperium type cards. You apply the Imperium type card effect and place the Subdued marker as if subdued by battle.

When a Barbarian Area is activated to attack a City owned by one of the players, the player that is under attack can choose to intercept the Barbarian attack and initiate a Field Battle. Treat this like a regular interception between players. If the Barbarians win the battle, the defending player loses 2 VP and the Barbarians will attack the City they designated as their target earlier. If the defending player wins the battle, the defending player gains 2 VP.

## 8. Optional Rules

These rules were designed to add extra game play options to “Mediterranean Empires”. Players are encouraged to decide which rules they will use prior to setting the game. You can decide to use some of them and next try some others. Just mix and match to fit the game to your liking.

### 8.1 Follow the leader

This rule gives a small advantage to the player with the most VP at the start of a Turn. At the start of each Turn, the player with the most VP decides which player will be the FIRST PLAYER during the current Turn. The player's order is the same as stated in the scenario rules, but each Turn a different player can begin the Rounds.

### 8.2 Free passage.

This rule allows a player to trace a route for a ME through the Cities controlled by the other players. When a player declares a ME he can choose to trace the ME route through any Cities owned by other players. Next he prepares the ME as usual. Then, he has to ask the other players, one by one, for permission to trace the ME route through their Cities to the target of the ME.

If all of the players concede the free passage, the ME attacks its target normally. If a player refuses to concede, the attacking player has two options: retrieve the cards from the ME to his hand OR immediately attack the City which denied the free passage. The owner can intercept an ME attack normally. Free passage can be used to intercept with a ME.





The players are allowed to talk and agree upon free passages before declaring their ME, but no agreement is binding and players do not have to grant the free passage at the moment it is requested by the player who has declared a ME.

### 8.3 Longer play

You can play a 4<sup>th</sup> and even a 5<sup>th</sup> turn to make the conflicts between Empires last longer and extend playtime.

### 8.4. Shorter play.

Add +2 to every Round's Random Event die roll after the 5<sup>th</sup> Round in each Turn. This is cumulative to all the other modifiers to the die roll. So, at the beginning of the 5<sup>th</sup> Round you will roll with a +6 modifier, on the 6<sup>th</sup> Round with a +7, and on the 7<sup>th</sup> Round with a +8, and so on.

## 9. Clarifications

- If there is any contradiction between the card text and the rules, the card's effect has the priority over the rules. These cards are, in fact, exceptions to the rules.

- The play order of the cards, in situations where several players can intervene, like in the battles, is as follows:

- \* Attacker
- \* Defender
- \* Remaining players, following the Turn order after the attacker.

This sequence continues until all the players decline to play more cards.

- Usually all the cards played are discarded, unless stated otherwise in the text on the card.

- All the discards and the discard pile of all the players are put face-up and must be visible to all the players. All the draw decks remain facedown at all times. Any discarded card goes to the discard pile of the owner of the card, not to the player who played or discarded it.

- Some events ("Neutral Attack", "Pirates"), the Imperium type cards or the Barbarian attacks, give an attack or defending strength in number of dice to be rolled or in a fixed number of CF. So, when a force (attacking or defending) which doesn't have any cards must discard a card (as for the straits shipwrecks), it will lose 1d6 of the force instead -so, it rolls one less die in the ensuing combat- or it loses "6" CF, whichever is applicable.

- Except the Barbarian Areas, all non-player forces (neutral, Pirates...) always roll the base 1d6 in the Battle Resolution step. Barbarians however do not add this die to their dice number.

- You don't need to have the carrying capacity to transport the Leader type cards by sea once they have been added to a fleet in a Naval Battle. They are carried for free. Of course, you will have to discard any Leader type card if all the fleets are discarded.

- Some cards have a bonus CF in a battle. You have to take into account the requisites for those bonuses during the Battle Resolution step of any combat.

- Some cards can "flee" from a battle as a "Battle Opening" effect. This effect is resolved before any other effect that would discard the cards.

- Consider any Troop or Fleet type card with the word "Spartan" on the card as being Spartan. Consider any Troop or Fleet type card with the word "Athenian" on the card as Athenian.

- When a player has to discard a Troop or Fleet type card randomly, the owner must choose the card randomly from those present, regardless of the type. If a player loses a Fleet type card, he also loses those Troop type cards that are carried by the Fleet type card.

- You cannot attack or subdue a Barbarian area for a second time if it is already subdued.

- If any attacking ME losses all its cards, CF or dice, it ends immediately.

- All the card effects that refer to "At the end of combat" are played in the Casualties Recovery step of a combat.

- During a battle you don't roll any dice until all the players have played all the cards they want to play.

- When you play a Special Event type card, not during a battle, and have applied the effects, you or any other player can play another Special Event type card (the same or different) any number of times.

- Players cannot exchange cards between themselves during the game. This is not allowed!



