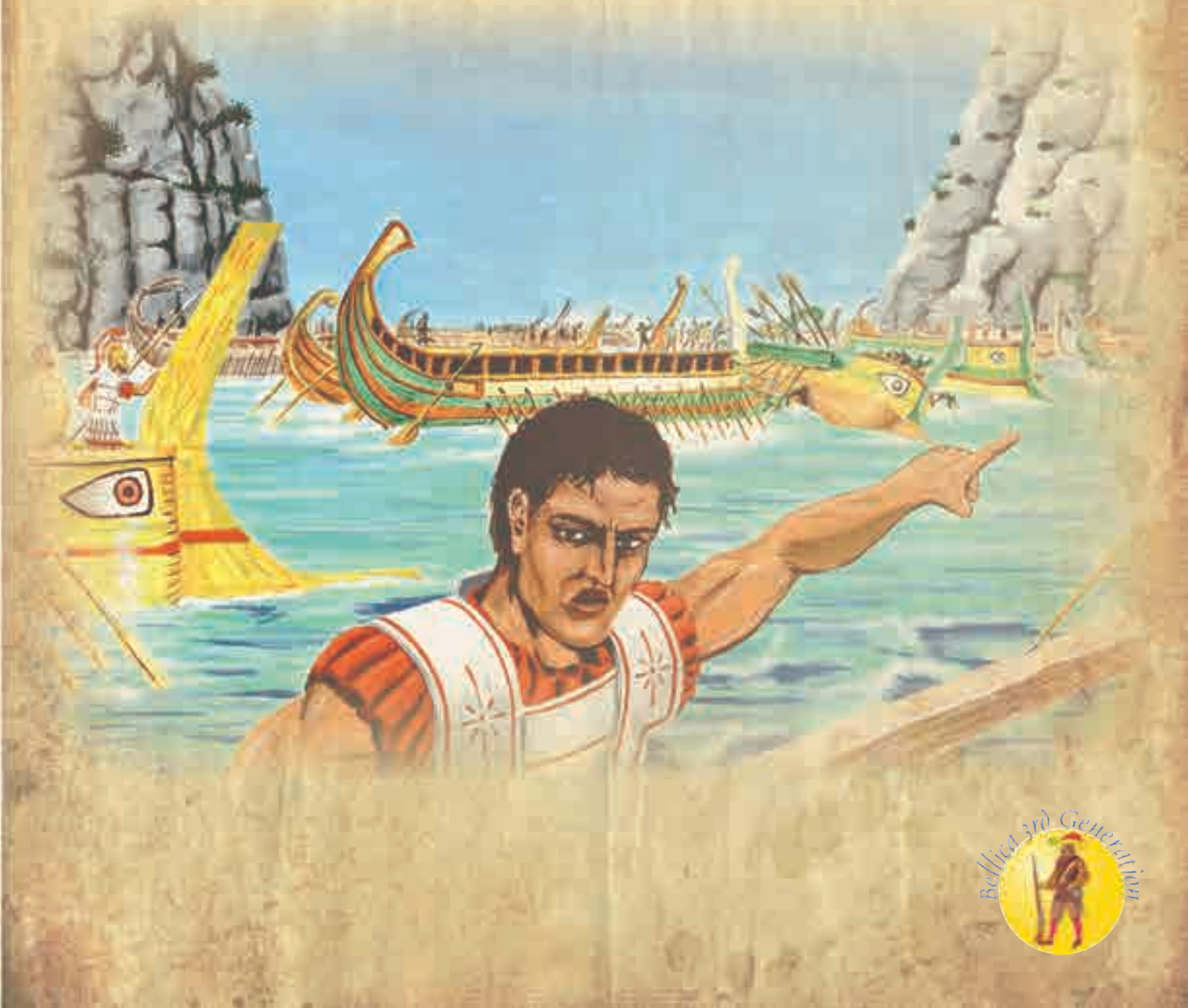


# MEDITERRANEAN EMPIRES

## SCENARIOS BOOK



# Extended Example of Play

You can sort out the appropriate cards and place the proper Fortification Markers on map to follow, step by step, the execution of this example of play. It is a good way of getting accustomed to game mechanics. We will begin this example with 5th Round, Turn 1 of Scenario nº3, for three players: Rome, Carthage and Iberia.

Initial city set up is as follows:

**Rome:** Roma, Capua, Neapolis, Reghium, Terentum, Tarquinii, Pisae, Ravenna, Brundisium, Ancona, Aleria y Placentia, Nicaea (just conquered). (12+1)

**Carthage:** Cartago, Hadrumentun, Utica, Hippo Regius, Rusicade, Cirta, Theveste, Capsa, Nora, Turris Libyssonis, Panormos, Messana. (12)

**Iberia:** Numantia (2 Fortification Markers), Segontia, Helmantica, Segeda, Ilerda, Emporion, Toletum, Castulo, Cartago Nova, Corduba y Gadir (11)

Player's hands are:

**Rome:** Storm at sea, Engineering, Roman diplomacy, Consul, Barbarian allies, Treachery and 3 other cards.

**Carthage:** Siege engines, Gauls mercenaries, Libyan Elite Phalanx, Garrison, Italian allies, Phoenician quadrireme, Carthaginian marines, Magon and 1 other card.

**Iberia:** Scutarii, Caetrati, Sack & Plunder, Ambush, Sortie, Fortification, Slingers, Greek allies, Storm at sea, Viriato and 2 other cards.

## Round 5

**Random Event die roll: 10. Total 10 + 4 = 14 (Pirates)**

Carthage is randomly chosen to control the pirate attack.

Carthaginian player rolls 1d6 on the Pirate Attack Table and rolls a "5" giving a total strength of 8 naval CF and 6 City assault CF.



He decides to attack the Roman port of Neapolis. Roman player can now play Special Event type cards (as "Storm at Sea") but he declines to do so. He also could intercept the pirate fleet with his own fleet, but he also declines (in reality, he doesn't held any Fleet card in his hand...)

So, the pirates assault the city. Initial forces are:

Roman: 2d6 (Size 1+1 Fortification Marker);  
Pirates: 1d6 +6.

Carthage player declines to play any card.

Then Roman player decides to play his "Engineering" so the city defends with an extra 1d6. Iberian player doesn't want to get involved so she declines to play any cards. Now it is again the turn of the Carthaginian player that decides to help the pirates by playing his "Siege engines" card, adding 1d6 more to the pirates dice rolling. No other player wants to play more cards, so we go to resolve the assault combat.

Pirates roll 3 & 4, so their total CF is 13.  
Roman rolls 2, 5 & 3 giving a total of 10.

So, pirates conquer Neapolis. All played cards go to the discard pile of their owners, the Roman Fortification Marker is replaced by a Neutral Fortification Marker and the Roman player loses 1 VP (Neapolis size) and reduces by 1 his number of cities in the Cities Number Track.

### It is the turn of the Roman player.

He decides to play an Imperium type card: "Roman diplomacy". By rolling a "2" his attempt to recover Neapolis without fighting fails.

### It is the turn of Carthage.

He declares a ME against Reghium. He plays face down the cards "Gaul mercenaries" & "Libyan Elite Phalanx" and announces they will take a land route. The route taken from Carthage to Reghium crosses two coastal lines of communication so the Carthaginian player has to roll 1d6 for each one.

Roman player waits till the straits shipwreck die rolls are made to take actions (for example intercepting).

Carthaginian player rolls "1" & "3". As one die roll was a "1" he has to reroll. He has to roll 2d6 for each "1" obtained. Roll two dice and obtains "4" & "1". So the Carthaginian ME has to discard, randomly, one card. "Gaul mercenaries" is the chosen one. The other one will continue towards its target.

Then the Roman player has to decide what he wants to do. First, he has no card (Special Event type) in his hand to affect the Carthaginian ME (he cannot use his "Storm at Sea" as the ME is using a land route only). Second, he also cannot do a naval interception as the Carthaginian ME is a land one. Third, he could declare an intercepting ME by land but as he cannot trace a continuous land route from Roma to Reghium he would need a Fleet card to transport his army to fight for Reghium, he is holding no Fleet type card in his hand so he forfeits this option also. So, he declines to do anything. Iberian player also declines to use any Special Event type card.

Let's go to the City Assault resolution. Roman strength is 2d6 and Carthaginian is 1d6 + 11. Roman player decides to play a Leader type card "Consul" adding 1d6 to his strength. No one else plays any card so we go to the City Assault resolution. A Roman player roll 2, 5 & 4 =11 and Carthaginian obtains a 2 for a total of 13. Carthaginian victory!! Carthaginian player replaces Reghium Fortification Marker for one of his own. Rome losses 1 VP, and Carthage wins 1 VP. Rome deducts 1 more from his total number of cities and Carthage adds 1 to his number of cities. Then, applying the "Libyan Elite Phalanx" text, the Carthaginian player rolls for recovery and obtains a "5" allowing himself to put the card back in his hand. Roman player has to roll also for his "Consul" card. He rolls a 3 and discards the card.

### Now it is the turn of the Iberian player.

She decides to declare a ME with Massilia as its target. She places, face down, two cards: "Scutari" & "Caetrati". No one plays any cards and the Neutral city cannot intercept, so we go to the City Assault combat. Iberian ME sums 1d6 + 11 against Massilia 3d6. Iberian player decides not to play cards, by the moment, and the Carthaginian player decides to intervene by playing his "Garrison" card, adding 1d6 to Massilia die roll. No more cards are played so we go to City Assault resolution.

Carthaginian player rolls for Massilia as he was the only player to help the city. He rolls 3, 4, 3 & 2 =12. Iberian player rolls 3 = 14. Iberian player conquers Massilia. Add 2 VP to the Iberian player and replace Massilia Fortification Marker with one from the Iberian supply. Advance the Iberian Number of Cities Marker one space up. All cards are discarded. Iberian player, before ending his action phase, decides to play "Sack & Plunder" and draw 3 more cards from her deck.



## Round 6

Random Event die roll: 4. Total: 9. Diplomacy Season.

### Roman Action Phase.

He plays his "Barbarian allies" card as an Imperium type card to force the Vascones to attack the Iberian player Capital City at Numantia.

Iberian player decides to play her Special Event type card "Ambush" against the Vascones' incursion. She rolls a "5" so the Barbarian strength goes down from 4 to 3 dice. After this she decides not to intercept and await the attack to the city. Vascones strength is 3d6. Iberian strength is 5d6 (Size 2 + Fortifications Markers 2 + Capital 1). Iberian player decides to play "Sortie". No one else wants to play more cards. She rolls a "2" so it has no effect. The Roman player rolls for the Vascones as they are attacking activated by him.

Vascones rolls 4, 5 & 6 = 15. Iberian rolls 3,2,5,4 & 1= 15. Iberian player wins the City Assault combat as she is the defender and there is a tie. All played cards are discarded and there is no change in VP or number of cities for any player.

Roma player plays a second Imperium type card: "Treachery". He draws, at random, from the Carthaginian hand, taking "Italian allies". He could use this card in a future impulse.

### Carthaginian Action Phase.

He discards one of his cards and draws a new one from his own deck.

### Iberian Action Phase.

She plays her Imperium type card "Fortifications" to upgrade Massilia defenses to 2 Fortification Markers. Then she decides not to play a second Imperium type card and round ends.



**Ambush**

You can play this card as Special Effect or another player declares a Land or Naval Military Expedition. Roll 1d6:

- 1-3: No effect.
- 4: Cancel the military expedition. Return the card to his owner's hand.
- 5: Discard all cards in the expedition. Then the expedition continues.
- 6 or more: Discard all cards in the expedition. Expedition ends.

**Sortie**

Roll 1d6 while defending a city:

- 1: Subtract ONE die from the defender combat roll.
- 2-3: No effect.
- 4-5: Add ONE die to the defender combat roll.
- 6 or more: Add TWO dice to the defender combat roll.

**Fortifications**

Add one fortification level to anyone city yours, neutral or from another Empire.

**Vascones Activated**  
(Vascones assault Iberian capital)

**VASCONES:**

1d6, 1d6, 1d6

**IBERIAN PLAYER:**

1d6, 1d6, 1d6, 1d6, 1d6

**Barbarian Allies**

If you play this card as Imperium Card a non-subdued barbarian unit attacks one connected city of your choice.

**Treachery**

Card at random from player's hand.

**Draw a card from Carthaginian's hand (Italian Allies)**

**ROMAN ROUND**



## Round 7

Random Event die roll: 4. Total: 10. "Enraged barbarians", move the Enraged Barbarians Marker to the number "1" space -it has not move since the beginning of the turn.

### Roman Action Phase.

He discards one card and draws a new one from his own deck.

### Carthaginian Action Phase.

He declares a ME against Massilia. He will use a naval route. He place, face down, before him his cards: "Libyan Elite Phalanx", "Phoenician Quadrireme" & "Carthaginian Marines". The "Phoenician Quadrireme" can carry up to 4 Troops type cards so the ME is ok for naval transport. In addition he will be able to attack directly the fortifications of Massilia as the Fleet has a City Assault CF of 2, equal than the size of Massilia. So, he denies to the Iberian player the capacity of intercepting by land the Carthaginian ME.

The Iberian player plays her "Storm at Sea" card and rolls "2", so it has no effect. After this the Roman player plays his "Storm at Sea" also and rolls a "3" giving also no effect.

The Iberian player decides to naval intercept the Carthaginian ME before they arrive at Massilia. She declares the interception and uses two cards: "Greek allies", as Fleet, and "Slingers".

Both players have to reveal their cards and distribute the Troops type cards among the Fleet type cards present. In this case all the troop cards are in the single Fleet type card both sides have in the naval battle. Iberian player's strength is  $1d6 + 4$ ; Carthaginian player's is  $1d6 + 10$ . The Carthaginian player plays his Leader type card "Magon" and adds  $1d6$  to his strength.

Opening Battle. Now the Carthaginian player executes the text of his "Phoenician Quadrireme" card. He rolls a die and obtains "5". So, one -THE ONE- Iberian Fleet type card must be discarded with all the Troop type cards aboard. This ends the battle and the Carthaginian player obtains 2 VP and the Iberian player losses 2 VP. Iberian player had 2 cards in the battle, so she rolls  $1d6$  to see if she inflicts additional casualties on the Carthaginian ME. She rolls a "2" and the Carthaginian player has to discard, at random, a card from his ME. Carthaginian player feels very lucky as the card randomly chosen is "Carthaginian marines", if the card would have been "Phoenician Quadrireme" all the ME would be discarded!!!

At the end of the battle the Iberian player rolls for recovery for her two cards and the Carthaginian rolls for his "Carthaginian marines". No one obtains a "6" so no cards are recovered. The remaining Carthaginian cards, including now the Leader card "Mago", continue their way to Massilia.

Iberian player cannot intercept by land at Massilia as the Carthaginian ME will assault the city directly, without landing. Also, she cannot play her card "Viriato" as the Carthaginian ME is a naval one. Resolve the city assault: Carthaginian player's Combat Strength is  $13 + 2d6$ ; Iberian's  $4d6$  (City Size 2 + Fortification level 2). Nobody plays any cards. Carthaginian: 1, 4 = 18 Iberian: 4, 5, 3, 6 = 18 Iberian Victory, all cards are discarded.

### Iberian Action Phase.

She Discards one card and draws another.



## Round 8

Random Event die roll: 9 Total: 16. End of turn.

Victory Point count.

Carthaginian player has the bigger Empire with 13 cities. He gains 5 VP and will draw 2 more card next turn.

Key Cities: Iberian player owns 1 (Massilia): she gains 1 VP and will draw 1 more card next turn.

During the first turn of play you don't count the Progression Bonus. If this example would have taken place during the second or third Turn Carthage & Iberia would have gained 2 VP each as they were the most successful player during the turn, augmenting their Empires with 1 new city.

Then players would draw new cards to refill their hands up to their limit (14), taking into account the bonuses obtained above (Carthaginian's hand would be 16 and Iberian's 15).

Each player reshuffles their discard and draw deck.

Roman player draws 10 cards (he already had 3 Roman cards and 1 Carthaginian card in his hand).

Carthaginian player draws 16 cards (he had his hand empty of cards).

Iberian player draws 13 cards (she had 2 in her hand).

Then a new turn begins.



# Designer's Notes

## ¿How could it be?

Mediterranean Empires is a strategy game for 2 to 8 players representing the turbulent power struggle between the various powers of the Mediterranean Sea before the emergence of the Roman Empire, which after conquering the lands surrounding this sea called it Mare Nostrum (our sea). Each player will lead one of these empires, in his hand, the cunning and luck will guide either to victory or annihilation.

Back to 2007, I commenced the design of the game with the fixed idea of creating a tabletop game about the Ancient Mediterranean World. My goal was to do a game fun and exciting, full of strategic choices and with room for several players. Also I hope the game could be played in just a gaming session. Here in Spain there was a very popular play-by-mail game called "Mediterráneo Sangriento" -Bloody Mediterranean. My friends and I played it several times over the past decades, but always to frustration as the game was too long and more often than not plays were left unfinished, for whatever reason... In 2006 I began thinking of designing a game based on "Mediterráneo Sangriento" but a lot shorter and faster to play. It was a personal goal as I was very adept to "Mediterráneo Sangriento", I even redesigned that game for playing here in Sevilla with my friends. Soon I realized that "Mediterráneo Sangriento" was a game impossible to translate into a tabletop game. Two old prototypes sleep now into some forgotten folders of my computer. That game was to be totally redone in order to make a feasible tabletop game about the Ancient Mediterranean Sea and the powerful civilizations that awake on those shores.



¿Which were my tools? My friends and I played during several years a fast paced, fun and short game called "Taifas". It was about Medieval Spain and allows several players to fight each other for the hegemony in the Iberian Peninsula. It was a card driven game and was very funny to everyone. I am in debt with Victor Catalá, its designer, for the ideas it gave for my own design. So, I put myself to the task of adapting Taifas' rules to Ancient times and design a game for me and my friends, or so I thought in those times...

First I took the work of researching about Ancient civilizations, their military forces and goals. I tried to translate them into the game decks of cards. As my friends and myself are very adept to historical miniature and board war gaming I tried to pay close attention to military accuracy about troops. This game is not properly a "wargame" but it tries to transmit players a proper historical flavor. Each Empire has his own deck, so each one has a unique personality and plays a proper role in the game. I used tons of historical information to depict each Empire through the Imperium cards in each deck. Then I put myself to adding those elements absent from "Taifas": barbarians, naval warfare, siege engines and much more.

After several months of work I arrived at my local club -Tharsis' Inheritors- with my first prototype of map and cards and started playtest. It was a total success. The local success encouraged me to show the game to other players outside the club. Each time I played with other people they enjoyed the game so much that I continued correcting and modifying rules and cards to polish the game full of satisfaction. I added the Random Events, the variable length of Turns; I corrected the values of the troop cards and much more. Anyway I was thinking the game was too similar to "Taifas" and I wanted to make a radical change in the design when I received a surprising call...

In 2009 my friend Fran Márquez Quintana talked to Bellica Third Generation about my design. He already knew Francisco Ronco, Bellica 3G Head Manager, and he said they wanted to play my game. After the telephone call we met at his home to play the game. The full team of Bellica was present and we played all evening an 8 player's match. They agreed the game was nice and several weeks after they said they wanted to publish the game. But I wanted the game to change!!

After several months of work, with the contract already signed, I talked to Francisco Ronco and I said to him I wanted to change the game, especially about the mechanics of end of turns and victory conditions. Francisco got very surprised but didn't oppose my proposal, I think he acted very honestly with me and let me did any changes I feel necessary to make the game better. At last I presented to Francisco Ronco a new Mediterranean Empires, very similar to the one you have in your hands and the final playtest began. I make it with friends and other players and Bellica Third Generation put into the fray their own playtesters with Daniel Peña as their master to grind the rules and the game to produce a high quality game, without holes in the rules and fun and easy to learn. Some minor changes were added during Dani's work and all of them were accepted by me as Bellica always informed me about their thinking and heard all what I have to say.



### ¿Why those mechanics?

Core rules of Mediterranean Empires' mechanics are taken from "Taifas", by Víctor Catalá: the card engine and combat system. But the final result goes beyond "Taifas" in respect to historical accuracy, number and different kind of scenarios and victory conditions and sequence of play, so Mediterranean Empires is a new game on its own.

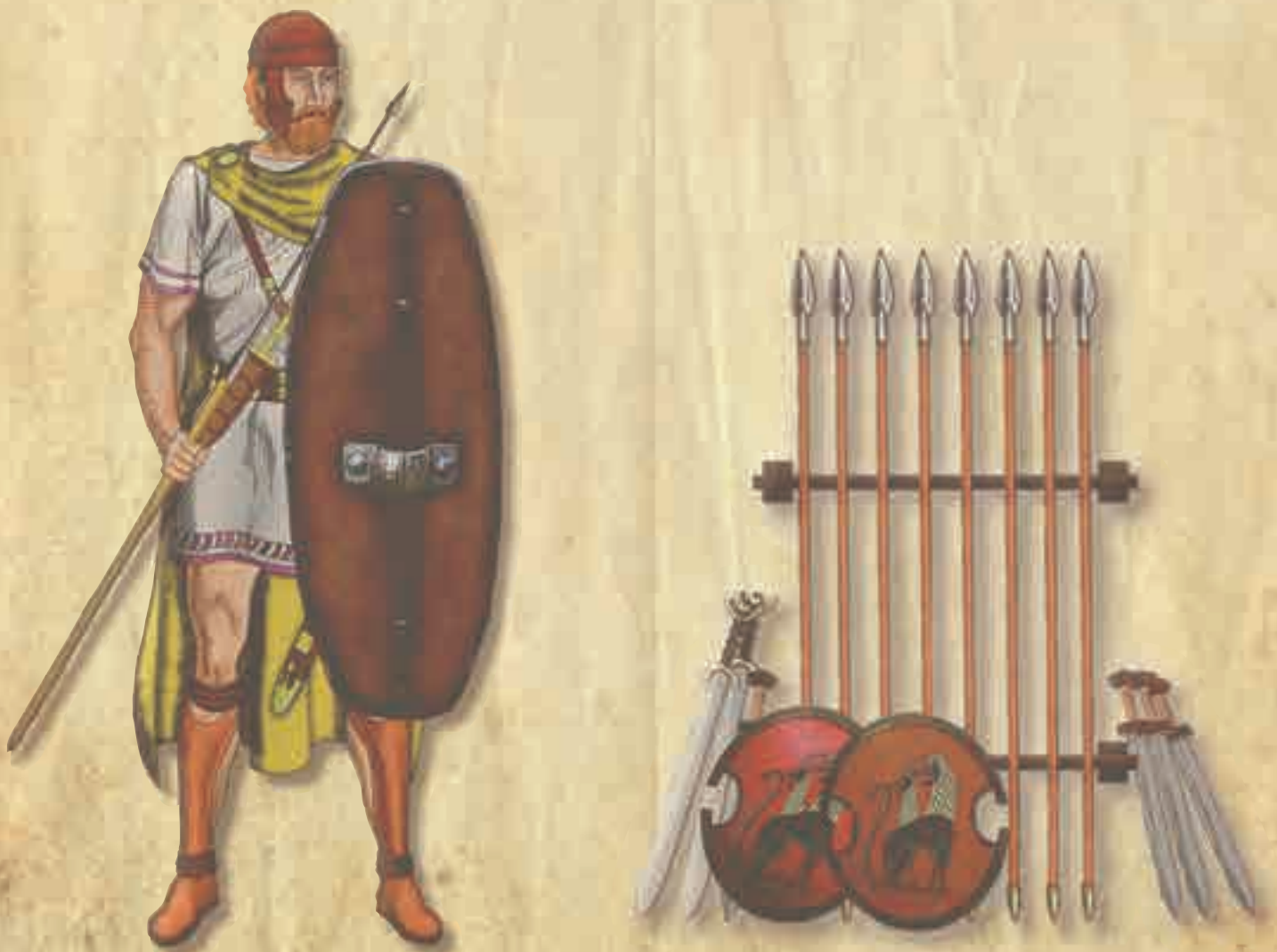
As people think about Ancient warfare many will remember names as Cannas, Gaugamela, Maratón, Zama etc..., great and famous field battles. Even someone could remember the name of some naval engagement as Salamina. But as important as those battles were sieges. Tyre, Numantia, Alesia or Cartago Nova were all of them cities besieged that allowed whole wars to be won. As those three types of combat were very different I designed the troops and fleets cards with three different combat factors values. Also, the cards include the tactics and fighting style of each type of troop. Imperium cards allowed me to reflect the political, economic and diplomatic actions undertaken by Ancient Powers; some of them are share by several Empires other cards are unique to some Empires. They helped me to shape the profile of each Empire in play. Also I decided several cards need to have a dual use so you could play them as you see better to fit a given situation. In this way, players have more options.

## Mediterranean Empires

Key Cities play a prominent role during play and I wanted to reflect the importance several cities have in the Ancient Mediterranean way of life. The civilized area around the Mediterranean basin was surrounded by less developed peoples that were always as a danger as well as an opportunity for expansion to more civilized neighbors. So the Barbarians were added to the game and players can use them to threaten other players and can attack them to open communication routes and obtain plunder and fame.

Mediterranean Empires main topic is about "hand management". You have your own hand of cards each turn and you have to learn how to use it to maximize exploits and successes without attracting other player's armies in search of your cities and your victory points. You will be forced to learn when to play a card, taking into account that you could play several of them not only in your turn, but also during other player's turns. Your cards are the military and diplomatic resources of your Empire. As the game turn is of variable length you have to learn how to use your hand in order not to spend it too early, letting you defenseless against an attack, but also you have to play most of them to enlarge your Empire and win victory points.

End of turn is a Random Event that can happen at the beginning of a round. Both concepts were developed simultaneously so uncertainty is a main issue during game play. More favorable Random Events will happen more often at the beginning of a turn and the more dangerous are left for later rounds, so they will happen more often in longer turns.



The victory point system was designed to allow all players a chance to win at the end of play. In the original design the victory was for the player with the biggest Empire at the end of the third turn. In that way many times at least one player was out of the game because he/she had a very small Empire compared to other players. Then that player's third turn usually degenerated into a "King Maker" strategy that gave the endgame a bitter taste. After trying several others I decided myself for the actual victory point system. Two aspects of the system assure opportunities to all players: first, you can gain VP but also you can lose them -losing cities or battles- and second, the victory point count of the third turn is doubled and gives all players the possibility of victory.



## General Players' Notes

Mediterranean Empires begins with an Empire Building phase. This phase is very important and you will have to take your first decisions. You have to get accustomed to the mapboard and the lying of the cities and their connections. You have to balance your expansion and take a look at other players' Empires and their frontiers. You have to make an Empire with enough neutral cities around to allow you an easy expansion during the first turn. Anyway try to protect your Capital city and don't let any neutral cities connected to it as the will be able to attack you!! In this phase you will be able to place additional Fortification Markers on your cities but using more than 2 is not so good an idea as acquiring more cities to expand your Empire. Remember that having the biggest Empire -in number of cities- is a source of VP and more cards.

Gameplay is divided in three turns that forms a cycle: expansion, conflict and resolution. Each play of this game will be very different, but in the first turn you would expand your Empire by conquering neutral cities and fighting the Barbarians. It is not so wise a move to provoke a war with another Empire too early in the game. On the second turn Empires will confront each other as Neutral cities disappear from the mapboard. Also the player or players that went ahead of the rest in the first turn will attract attacks from other players to shorten their advantage. Third turn is the definitive one and all players have to be aware of their respective VP levels as fighting will rage all over the mapboard for the final supremacy. Remember the double counting of VP at the end of the third turn that makes possible to any player to achieve victory.

Remember you will never know when a turn will end. You certainly know you have at least 4 rounds per turn, but nothing more is sure. You have to learn how to use your hand of cards. Would you wait for a later round to launch your assault or would you send now your Military Expedition in the hope the turn will end? You will have to learn how to face those decisions. Next is a list of probabilities for an End Turn random event in each round of a Turn. If all players PASS during a round the probability is higher, of course.

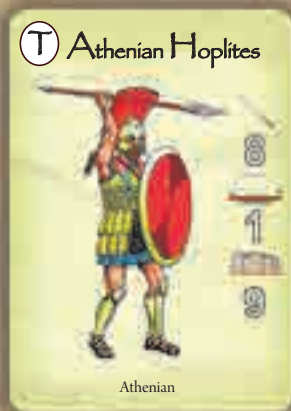
1-4 => 0%	::	5 => 2,78%
6 => 8,33%	::	7 => 16,76%
8 => 27,78%	::	9 => 41,67%
10 => 58,33%	::	11 => 72,22%
12 => 83,33%	::	13 => 91,66%
14 => 97,22%	::	15 => 100%



## Strategic Tips for each Empire

### Greece

Your deck contains the situation of Hellas in the V Century B.C. Your troops are the most versatile in the game and many of them can be played in several different ways. Don't hesitate to use them to achieve any advantage in play. Your best card is the *Spartan Eparitas* your rivals will be always afraid of them even if you don't have it in your hand. Play that psychological fear as an advantage. Your main weapon is your fleet. You have the best fleet in the game, so you can use it to expand your Empire and attack your rivals. Your fleet cards will allow you to avoid the strait shipwreck rolls. This is a good point; if you take a look at the map you will see you have to face a lot of them to exit mainland Greece. Remember to retain any fleet in your hand to intercept and defend any of your cities that is not connected by land to your Capital city -usually Athens. Your Imperium cards are not so strong as others but *Democracy* and *Colony foundation* can give you the cities or VP needed to win the game. Your weakest point is your inner rivalry between Athens and Sparta. This will make difficult for you to use your leaders properly. At last, take into account you usually will begin play with few neutral cities around your Empire and also you will have direct frontiers with several other Empires. So, try to avoid involving yourself in a long war too early in the game. In the North Macedonia is a strong opponent. Try to avoid having your capital connected to cities from other Empires. Also if you have any city connected to the Capital of other player you will force him/her to attack you to prevent you striking first.



### Macedonia

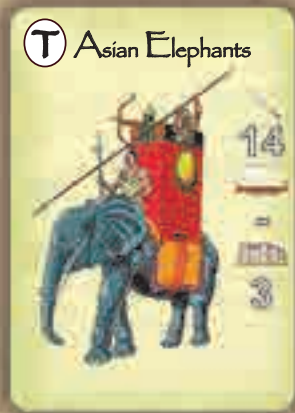
Your deck represents the Kingdom when Alexander the Great rose to power. Alexander is the best leader in play and your troops are very powerful. You have one of the best armies in play and some of your troops get better if Alexander is present in the battle. In the South the Greeks are a powerful rival. Try to avoid having your capital connected to any Greek city and also keep from having one of your cities connected to the Greek Capital -usually Athens. A long war between Greeks and Macedonians only benefit other players. Let the Greek live in peace in Mikrá Asia and his islands up to the right moment. One of your great advantages is you can expand your Empire to the North with ease. If you secure Byzantion and access to the other Northern cities you will have ample space to expand and you could avoid battling other Empires up to the end of game. Also remember your Capital is connected to the Barbarian area of Thrakios, try to use your first moves in subduing them. Your Imperium cards allow you to obtain neutral cities through *Peaceful surrender* and *Subduing*, on the other side *Rebellious plot* will give you the opportunity to revolt cities from other players and steal cards from their hands. *Political Marriage* can give you the breath you need to win the game. Your weak point is your fleet, few and of low quality, you are not called to expand by sea...





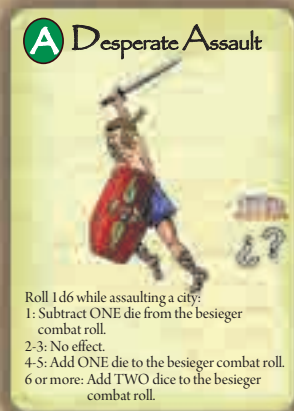
## Persia

Your deck represents the Western Provinces in the huge Persian Empire at the moment of Alexander the Great's invasion. You possess some strong troop cards -*Immortals*, *Asian elephants* and *Cavalry Guard*- but most of your troops are average or low. Their main point is they possess some special abilities that can inflict severe losses on an enemy army. Your fleet is enough to allow you some expansion by sea, but it is not so strong as to face the Greek or Carthaginian. Your Capital is exposed from the beginning to Barbarian raids so move it to a safer place as soon as you can. Also you can use your first moves to subdue the Barbarians, of course. Your Imperium cards are very powerful and can give you huge advantages: *Provincial incomes* will give you more cards or VP, as you need; *King of Kings* and *Surrender* could make you gain new cities without using your troops; *Cilician Pirates* can make your enemies to lose their best cities and you can always use *New Capital* to move your Capital to a safer place. In most scenarios the Egyptian player will feel safe if Greeks and Carthaginians don't press too much. If you attack Egypt try to avoid a long war, as it could lure the Greek and Macedonian player into attacking you. North of Trapezous you have ample space to expand conquering neutral cities, don't let the Macedonian player to take advantage of them. You will have several Key Cities at your frontiers, so clashes with your neighbors will be unavoidable. Just try to make the correct choosing of time and foe.



## Gaul

Your deck represents the confederacy of Gaul peoples who fought against Julius Caesar in the 1 Century B.C. Your tribal forces are as strong as the Iberian troops. You have cards as *Berserkers* and *Noble Guard* with high combat values but most of your troops are average or low rated. Your fleet is near non-existent so your expansion by sea is confined to Britannia; also your *Desperate Assaults* card are too random to be truly reliable. Your main threats are the Barbarian areas south of your Capital. Use your own *Barbarian Allies* or *Vercingetorix* ability to subdue some of them without using troops, but be careful: if you subdue too many of them you can connect your Capital to the Iberian one sooner than desired or you can open the way for a Roman attack from Italy or Liguria. Also the Germanic Barbarians in the East are a good target for your subduing operations. As well as the Iberian deck, your own is very powerful in defense, so no Empire could attack you with ease. Your own cards like *Ambiorix* and *Ambush*. You have a clear advantage for expansion in Britannia; use it wisely as it can help you a lot in winning the game. If you choose to attack Rome or Macedonia do it taking advantage of any weakness they may show, but avoid a long war because they are militarily stronger than you and can lead you to disaster. You can try to expand into Hispania as your army is stronger than the Iberian, but take care about the rest of your frontier and try to make it with Rome as your allied. *Slave Revolt* will allow you to create new sources of conflict for your enemies, but be careful about this card; it can lead you to a long war against other players seeking for revenge. Try to use *Sack and Plunder* after conquering cities of size 2 or 3 to maximize its effect.





## Carthage

Your deck represents your city-estate during the fight against Rome in the III Century B.C. Hannibal is one of the best leaders in play, specially used against Rome. Your troops are very good. You have the card *Libyan Elite Phalanx*, perhaps the best troops card in the game along with the *Spartan Eparitas*, also your *African Elephants* will be very useful to fight the Barbarians to the South of your Empire. Your fleet is almost equal to the Greek so it is one of the best in the game. Use it to expand and fight by sea.. You have to build your Empire as to block enemy routes into Africa. Sicilia and Sardinia will be battlegrounds, mainly against the Romans. You have to force your enemies to attack you by sea, so keep a strong fleet in your hand to intercept any attack. Keep your eyes on Rome, Rome will be watching you. An early war with Rome is undesirable as it will benefit your enemies. Anyway, sooner or later, you will have to face the Romans. Take advantage of any weakness and carry the war into Italian soil, especially if you have in your hand the *Italian Allies* card that can give you Italian cities. Iberia can seem a weak enemy but can give you a tough fight. Try to make Rome and Iberia enemies; it will give you a great advantage in the Western Mediterranean. Your Imperium cards *Commerce* and *Tributes* allow you to draw more cards than the other players and *Carthaginian Colonies* will give you neutral cities without using troops.



## Rome

Your deck represents the Roman Republic in the III Century B.C. at the beginning of its expansion outside Italy. Rome possesses very good troops -*Triarii*, *Principes* and *Hastati*- that support each other in Field Battles, forming fearsome legions. You also possess the card *Consular Cavalry*, the only troop card that can be played once battle is joined, as far as a Consul is present. So, your army allows you to offer battle often, intercept enemy armies as much as you want. Your fleet is not so good. It is useful to besiege cities, but is vulnerable to ramming abilities of other fleets. Your geographical position is very exposed as you are in the middle of the mapboard and several Empires can attack on you easily. Iberia and Gaul have armies weaker than yours but their Imperium cards -as *Slave revolt*- can give you nasty surprises. In the South Carthage is your main enemy. Your expansion can lead to clashes for Sicilia and other points. Avoid fighting the Carthaginians on Italian soil as several cities can join them if you lose battles. Of course, you could regain those cities with your own *Italian Allies*. Macedonia can be another rival as you can clash with him at Illyricum, take into account his army is at least as powerful as your own. Your Imperium cards *Roman Diplomacy* and *SPQR* could allow you to conquer cities without using your troops. Don't forget to play your card *Pax* if you are too pressed by your enemies.



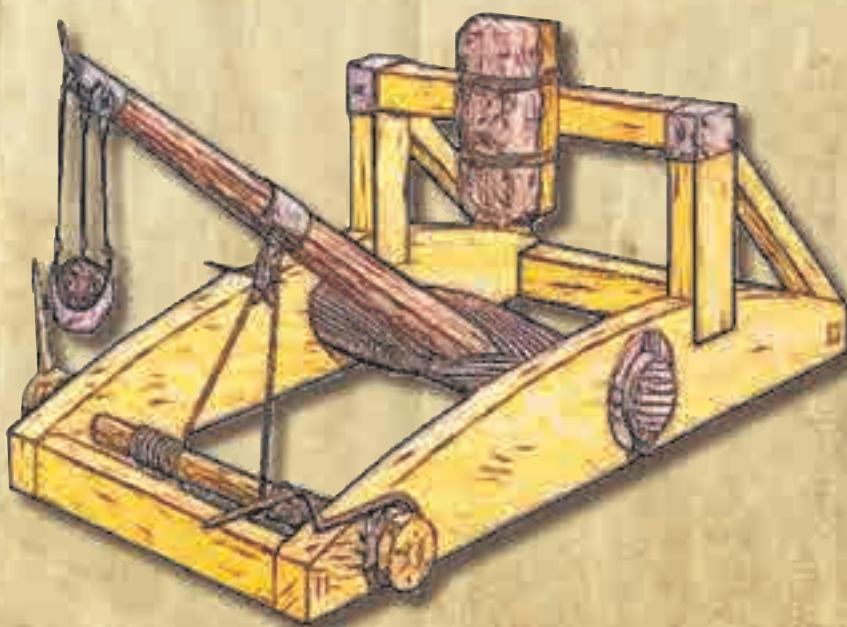
## Iberia

Your deck represents the Iberian peoples in their fight for liberty against Romans and Carthaginians during the III and II Centuries B.C. Your troops are not so good as others Empires. Your fleet is based on Allied contingents so you cannot use them freely. You don't make siege engines but make *Desperate Assaults* that is too random. So, your expansion against other Empires can be limited. Anyway in Hispana there are plenty of cities so you can expand enough to achieve victory. Also, your deck is full of defensive cards, along with *Viriato*, *Ambush* and *Retogenes*. They will make very difficult for any enemy to assault your Empire. Your main threats are the Barbarian areas north of your Capital -Numantia. Your best weapons are your own *Barbarian Allies* cards that allow you to subdue them without using troops and earn you VP. The point here is that a wise Gaul can subdue his/her own Barbarian areas and connect your Capitals before you notice. Your most dangerous neighbors are Rome and Carthage. Both of them are stronger military than you, so it is better to make them fight each other. Try to keep them outside Hispania. Your Imperium cards can give you victory but in a different way as for other Empires. *Slave Revolt* allows you to open new fronts for your enemies, but also can give you the hatred of the player who suffers the slave revolt... Use *Sack & Plunder* cards as soon as you conquer cities of size 2 or 3 to maximize their effect.



## Egypt

Your deck represents the New Kingdom after the revolt from the Persian rule during the V Century B.C. Your troops are not at their best. You have some strong cards -*Egyptian Chariots*, *Guard Archers* and *Guard Spearmen*- but most of them are average or low troops. Use the ability of some of them to try to inflict casualties on attacking armies. Your fleet is average and can support your expansion but be careful as is weaker than the Greek fleet. Your main weapon is the isolation of your country. Making a good Empire Building phase you just could be attacked through Libye, in the West, and Asia, in the North. This latest frontier -with Persia- can be dangerous, but most perils will come by sea. A wise Egyptian player knows to expand at the same time that gets unnoticed by the rest of players. You will be outside the main arena (Greece Vs Macedonia Vs Persia) (Rome Vs Carthage) so you could expand conquering Neutral cities and subduing Barbarian areas. Your ability to draw more cards and to pass could make you strong when other powers have already spent their strength. Your Imperium cards are powerful and give you several options: *Surrender* can give you cities without using your troops, *Rebellious Plot* can make your enemies lose their best cities, *Libyan Allies* allows you to subdue Barbarian areas near your Empire without using troops and *Mediterranean Granary* can give you more cards or VP as you need.



SCENARIO 1: First Punic War

**Number of players:** 2  
**Empires included and order of turn (in brackets their Capital City):** Carthage (Carthago) and Rome (Roma)  
**Initial Fortification Markers for each Empire:** 10  
**Initial hand size:** 14  
**Key Cities:** Syracusae and Terentum  
**Automatic Victory:** 20 cities  
**Barbarian Areas in play:** Allobroges, Ligures, Massylii Numidae.  
**Notes:** Before play retire from the Roman deck the card *Pax* and from the Carthaginian deck the card *Truce*.

Also the VP counting at the end of each turn is modified as follows:  
+3 VP for each Key City  
+5 VP for having the biggest Empire (in number of cities), also +2 hand size. In case of ties neither player has any VP or bonuses to hand size.  
-3 VP if you don't control your Capital, also -1 hand size.  
On turns 2nd & 3rd +3 VP for having the best Empire progression in the turn, also +1 had size. In case of ties neither player has any VP or bonuses to hand size.

As usually, you must double the VP gains and losses in the last turn of play.

Area of play

PROVINCE	CITIES 1	CITIES 2	CITIES 3	TOTAL CITIES
LEGURIA	1	1	0	2
AFRICA	1	4	1	6
ITALIA	4	5	1	10
CORSICA, SARDINIA ET SICILIA	4	1	1	6
	10	11	2	23

SCENARIO 2: Hegemony in Hellas

**Number of players:** 2  
**Empires included and order of turn (in brackets their Capital City):** Greece (Athenai) and Macedonia (Pélla)  
**Initial Fortification Markers for each Empire:** 10  
**Initial hand size:** 14  
**Key Cities:** Delfoi, Pergamon and Sardeis  
**Automatic Victory:** 20 cities  
**Barbarian Areas in play:** Lykios, Trakhios.  
**Notes:** Before play retire from the Greek deck the card *Truce* and from the Macedonian deck the card *Political Marriage*.

Also the VP counting at the end of each turn is modified as follows:  
+2 VP for each Key City  
+5 VP for having the biggest Empire (in number of cities), also +2 hand size. In case of ties neither player has any VP or bonuses to hand size.  
-3 VP if you don't control your Capital, also -1 hand size.  
On turns 2nd & 3rd +3 VP for having the best Empire progression in the turn, also +1 had size. In case of ties neither player has any VP or bonuses to hand size.

As usually, you must double the VP gains and losses in the last turn of play.

Area of play

PROVINCE	CITIES 1	CITIES2	CITIES 3	TOTAL CITIES
MIKRAASIA	2	2	1	5
HÉLADÉ	12	10	1	23
	14	12	2	28

## SCENARIO 3: The Second Punic War

**Number of players:** 3

**Empires included and order of turn (in brackets their Capital City):** Carthage (Carthago), Rome (Roma) and Iberia (Numantia)

**Initial Fortification Markers for each Empire:** 12

**Initial hand size:** 14

**Key Cities:** Syracusae, Saguntum and Massilia

**Automatic Victory:** 24 cities

**Barbarian Areas in play:** Conii, Gallaeci, Asturi, Vascones, Aquitani, Allobroges, Ligures, Massaesyli Numidae, Massylii Numidae.

**Notes:** Before play retire from the Roman deck the card *Pax*, from the Carthaginian deck the card *Truce* and from the Iberian deck the card *Broken Truce*.

**Area of play**

PROVINCE	CITIES 1	CITIES 2	CITIES 3	TOTAL CITIES
LEGURIA	1	1	0	2
HISPANIA	11	7	0	18
MAURETANIA	4	0	0	4
AFRICA	3	4	1	8
ITALIA	4	3	3	10
CORSICA, SARDEGNA ET SICILIA	4	1	1	6
	27	18	5	50



# SCENARIO 4: The Medic Wars

**Number of players:** 3  
**Empires included and order of turn (in brackets their Capital City):** Greece (Athenai) and Macedonia (Pélla) and Persia (Tyros).  
**Initial Fortification Markers for each Empire:** 12  
**Initial hand size:** 14  
**Key Cities:** Astakos, Miletôs and Sardeis.  
**Automatic Victory:** 24 cities  
**Barbarian Areas in play:** Arabes Nabateai, Lykios, Kimmerioi, Trakhios.  
**Notes:** Before play retire from the Greek and Persian decks the card *Truce* and from the Macedonian deck the card *Political Marriage*.  
**Area of play**

PROVINCE	CITIES 1	CITIES 2	CITIES 3	TOTAL CITIES
ASIA	12	8	1	21
MIKRAANIA	2	2	2	6
HELADE	12	10	1	23
	26	20	4	50





# SCENARIO 5: Revolts

**Number of players:** 3  
**Empires included and order of turn (in brackets their Capital City):** Rome (Roma), Iberia (Numantia) and Gaul (Lutetia).  
**Initial Fortification Markers for each Empire:**13  
**Initial hand size:** 14  
**Key Cities:** Gergovia, Salona and Tarraco.  
**Automatic Victory:** 25 cities  
**Barbarian Areas in play:** Conii, Gallaeci, Asturi, Vascones, Aquitani, Allobroges, Ligures, Marcomanni, Suevi, Batavi, Britanni, Picti, Iverni.  
**Notes:** Before play retire from the Roman deck the card *Pax* and from the Iberian and Gaul decks the card *Broken Truce*.  
**Area of play**

PROVINCE	CITIES 1	CITIES 2	CITIES 3	TOTAL CITIES
BRITANNIA	3	0	0	3
GALLIA	6	4	0	10
GERMANIA	0	0	0	0
LIGURIA	1	1	0	2
HISPANIA	11	-	0	11
PANNONIA	2	1	0	3
ILLYRICUM	2	2	0	4
ITALIA	4	5	1	12
	29	20	1	50

# SCENARIO 6: Struggle for the Western Mediterranean

**Number of players:** 4  
**Empires included and order of turn (in brackets their Capital City):** Rome (Roma), Carthage (Carthage), Iberia (Numantia) and Gaul (Gergovia)  
**Initial Fortification Markers for each Empire:** 12  
**Initial hand size:** 12  
**Key Cities:** Saguntum, Syracusae and Massilia.  
**Automatic Victory:** 23 cities  
**Barbarian Areas in play:** ALL except: Garamantes Lybies, Masamones Lybies, Libu Lybies, Arabes Nabateai, Lykios, Kimmerioi, Trakhios, Dakoi, Carpi, Skythis.  
**Area of play**

PROVINCE	CITIES 1	CITIES2	CITIES 3	TOTAL CITIES
BRITANNIA	3	0	0	3
GALLIA	6	4	0	10
GERMANIA	0	0	0	0
LIGURIA	1	1	0	2
PANNONIA	2	1	0	3
ILLYRICUM	2	2	0	4
HISPANIA	11	-	0	11
MAURETANIA	4	0	0	4
AFRICA	3	4	1	8
ITALIA	4	5	1	12
CORSICA, SARDINIA ET SICILIA	4	1	1	6
	40	25	5	70



SCENARIO 7: Struggle for the Eastern Mediterranean

**Number of players:** 4  
**Empires included and order of turn (in brackets their Capital City):** Greece (Athenai), Macedonia (Pélla), Persia (Ankyra) and Egypt (Sais).  
**Initial Fortification Markers for each Empire:** 12  
**Initial hand size:** 12  
**Key Cities:** Tyros, Astakos and Miletôs  
**Barbarian areas in play:** Garamantes Lybies, Masamones Lybies, Libu Lybies, Arabes Nabateai, Lykios, Kimmerioi, Trakhios, Dakói, Carpi, Skythis.  
**Automatic Victory:** 23 cities  
**Area of play**

PROVINCE	CITIES 1	CITIES2	CITIES 3	TOTAL CITIES
LIBYE	4	1	0	5
EGYPTOS	4	1	2	7
ASIA	12	8	1	21
MICRA ASIA	2	2	3	6
HELADE	12	10	1	23
SKUTHIA	5	4	0	9
	39	23	6	70



## SCENARIO 8: Great Powers

**Number of players:** 4  
**Empires included and order of turn (in brackets their Capital City):** Greece (Athenai), Carthage (Carthago), Rome (Roma) and Macedonia (Pélla)  
**Initial Fortification Markers for each Empire:** 12  
**Initial hand size:** 12  
**Key Cities:** Syracusae, Terentum and Miletôs  
**Barbarian Areas in play:** Massylii Numidae, Allobroges, Ligures, Garamantes Lybies, Masamones Lybies, Trakhios, Lykios.  
**Automatic Victory:** 23 cities  
**Area of play**

PROVINCE	CITIES 1	CITIES 2	CITIES 3	TOTAL CITIES
LGURIA	1	1	0	2
AFRICA	3	4	1	8
LIBYE	4	1	0	5
ASIA MINOR	2	2	2	6
HELADE	12	10	1	23
PANNONIA	2	1	0	3
ILYRICUM	2	2	0	4
ITALIA	4	5	1	12
CORSICA, SARDINIA ET SICILIA	4	1	1	6
	34	27	8	69

## SCENARIO 9: Five in play

**Number of players:** 5  
**Empires included and order of turn (in brackets their Capital City):** Rome (Roma), Macedonia (Pélla), Greece (Athenai), Carthage (Carthago) and Iberia (Numantia)  
**Initial Fortification Markers for each Empire:** 12  
**Initial hand size:** 12  
**Key Cities:** Massilia, Terentum, Miletôs and Syracusae  
**Barbarian areas in play:** Massaesyli Numidae, Massylii Numidae, Conii, Gallaeci, Asturi, Vascones, Aquitani, Allobroges, Ligures, Garamantes Lybies, Masamones Lybies, Trakhios, Lykios.  
**Automatic Victory:** 23 cities  
**Area of play**

PROVINCE	CITIES 1	CITIES 2	CITIES 3	TOTAL CITIES
LGURIA	1	1	0	2
HISPANIA	11	7	0	18
MAURETANIA	4	0	0	4
AFRICA	3	4	1	8
LIBYE	4	1	0	5
ASIA MINOR	2	2	2	6
ASIA MINOR	12	10	1	23
HELADE	2	2	0	4
ITALIA	4	5	1	12
CORSICA, SARDINIA ET SICILIA	4	1	1	6
	47	33	8	88

SCENARIO 10: Struggle for Central and Eastern Mediterranean

**Number of players:** 6  
**Empires included and order of turn (in brackets their Capital City):** Greece (Athenai), Cartago (Carthago), Roma (Roma), Macedonia (Pélla), Persia (Ánkyra), Egypt (Sais).  
**Initial Fortification Markers for each Empire:** 12  
**Initial hand size:** 12  
**Key Cities:** Terentum, Miletôs, Astakos, Tyros and Syracusae  
**Barbarian Areas in play:** ALL except: Massaesyli Numidae, Marcomanni, Suevi, Batavi, Britanni, Picti, Iverni, Conii, Gallaeci, Asturi, Vascones, Aquitani.  
**Automatic Victory:** 23 cities

Area of play

PROVINCE	CITIES 1	CITIES 2	CITIES 3	TOTAL CITIES
LIGURIA	1	1	0	2
AFRICA	3	4	1	8
LIBYE	4	1	0	5
EGYPTUS	4	1	2	7
ASIA	12	8	4	24
MICRA ASIA	2	2	2	6
HÉLADE	12	10	1	23
SKUTHIA	5	3	0	8
PANNONIA	2	1	0	3
ILLYRICUM	2	2	0	4
ITALIA	4	5	3	12
CORSICA SARDINIA ET SICILIA	4	1	1	6
	55	39	11	105



## SCENARIO 11: Let Africa apart

**Number of players:** 6

**Empires included and order of turn (in brackets their Capital City):** Persia (Tyros), Greece (Athenai), Rome (Roma), Iberia (Numantia), Gaul (Gergovia) and Macedonia (Pélla).

**Initial Fortification Markers for each Empire:** 12

**Initial hand size:** 12

**Key Cities:** Terentum, Emporion, Salonae, Miletôs and Astakos

**Barbarian Areas in play:** ALL except: Massaesyli Numidae, Massylii Numidae, Garamantes Lybies, Masamones Lybies, Libu Libyes.

**Automatic Victory:** 23 cities

**Area of play**

PROVINCE	CITIES 1	CITIES 2	CITIES 3	TOTAL CITIES
BRITANNIA	3	0	0	3
GALLIA	6	4	0	10
GERMANIA	0	0	0	0
LIGURIA	1	1	0	2
HISPANIA	11	0	0	11
ASIA	12	8	1	21
MIDRA ASIA	2	2	2	6
HELADE	12	10	1	23
PANNONIA	2	1	0	3
ILLYRICUM	2	2	0	4
ITALIA	4	3	1	12
	55	40	2	102



# SCENARIO 12: Bloody Mediterranean

**Number of players:** 7  
**Empires included and order of turn (in brackets their Capital City):**  
Rome (Roma), Macedonia (Péla), Persia (Ánkyra), Egypt (Sais), Greece (Athenai), Carthage (Carthago) and Iberia (Numantia).  
**Initial Fortification Markers for each Empire:** 13  
**Initial hand size:** 10  
**Key Cities:** Terentum, Tyros, Miletôs, Astakos, Syracusae and Massila  
**Barbarian Areas in play:** ALL except: Marcomanni, Suevi, Batavi, Britanni, Picti, Iverni.  
**Automatic Victory:** 23 cities

## Area of play

PROVINCE	CITIES 1	CITIES 2	CITIES 3	TOTAL CITIES
LIGURIA	1	1	0	2
HISPANIA	11	7	0	18
MAURETANIA	4	0	0	4
AFRICA	1	4	1	6
LIBYE	4	1	0	5
EGYPTOS	4	1	2	7
ASIA	12	8	1	21
MICRA ASIA	2	2	1	5
HELADE	12	10	1	23
SKUTHIA	3	3	0	6
PANNONIA	2	1	0	3
ILLYRICUM	2	2	0	4
ITALIA	4	5	3	12
CORSICA SARDEINIA ET SICILIA	4	1	1	6
	70	46	11	127



## SCENARIO 13: Totum Revolutum

**Number of players:** 8

**Empires included and order of turn (in brackets their Capital City):**  
Rome (Roma), Macedonia (Pélla), Persia (Ánkyra), Egypt (Sais), Greece (Athenai),  
Carthage (Carthago), Iberia (Numantia) and Gaul (Gergovia).

**Initial Fortification Markers for each Empire:** 13

**Initial hand size:** 10

**Key Cities:** Terentum, Tyros, Miletôs, Astakos, Syracusae and Massila.

**Barbarian Areas in play:** ALL

**Automatic Victory:** 23 cities

**Area of play:** whole mapboard.

PROVINCE	CITIES 1	CITIES 2	CITIES 3	TOTAL CITIES
BRITANNIA	1	0	0	1
GALLIA	6	4	0	10
GERMANIA	0	0	0	0
LICURIA	1	1	0	2
HISPANIA	11	7	0	18
MAURITANIA	4	0	0	4
AFRICA	5	4	1	10
LIBYE	4	1	0	5
EGYPTOS	4	1	2	7
ASIA	12	8	1	21
MIKRA ASIA	2	2	2	6
HÉLADE	11	10	1	22
SKUTHIA	5	3	0	8
PANNONIA	2	1	0	3
ILLYRICUM	2	2	0	4
ITALIA	6	3	3	12
CORSICA SARDINIA ET SICILIA	4	1	1	6
	79	50	11	140



## SEQUENCE OF PLAY

- 🎲 **Empire building phase.**
- 🎲 **Turn sequence:** Order of play depends on scenario being played.
  - 🎲 Card draw.
  - 🎲 Rounds.
    - 🎲 Random events (End turn allowed)
    - 🎲 Player's actions:
      - 🎲 Pass.
      - 🎲 Discard a card and draw a replacement.
      - 🎲 Play an Imperium type card.
      - 🎲 Declare a Military Expedition (ME)

## FIELD OR NAVAL BATTLE SEQUENCE OF PLAY

- Deployment:** Both players flip face up the cards that are part of their respective ME (in case of a Naval Battle test the Naval Transport Capacity of both Fleets). Both players can play Leader Type cards to reinforce their ME and all players can play Special Event Type cards to help anyone.
- Battle Opening:** Apply simultaneously all abilities of cards that include in their text the expression “**At the beginning of a battle...**”. Cards discarded in this step don't contribute with their CF to the next step.
- Battle Resolution:** Both sides roll all the dice obtained by the cards played and the basic 1d6. You must total the result of all the dice rolled in each side and add this to their respective total number of CF. Higher total wins. In case of ties defender wins.
- Additional casualties:** If the attacker won the Battle, the defending player will roll 1d6. If the die roll is equal to or less than the number of Troop and Fleet type cards the defender DEPLOYED in the battle, the attacking ME must lose ONE Troop or Fleet type card chosen randomly.
- 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 ME 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. When a die roll of "6" is made, return a discarded card to the hand of the player who played it.

## CITY ASSAULT SEQUENCE OF PLAY

- Deployment:** Attacking player shows –if not already– the cards in his/her ME. You cannot assault a city without Troop or Fleet cards with at least a City Assault CF of “1”. Defender announces the City Defense, that it is a number of d6 equal to the size of the city plus any Fortification Marker on it. Add 1d6 if the city is the Capital of any Player. Both players can play Leader Type cards to reinforce and all players can play Special Event, City Defense and City Assault Type cards to help anyone.
- Assault Resolution:** The attacker rolls 1d6 plus all the dice added by the cards that he and other players have committed to the assault. 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 assault. 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 Combat:** If the attacker won the assault, he conquers the City. 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).