

## A. GAME OBJECTIVE

KING OF KINGS is a strategic game of economics, politics and warfare in ancient and medieval times. Each player takes the role of a leader of a country. Each is working to be remembered as the greatest monarch of his age. This is done by amassing the most victory points by the end of his reign.

Treasury: 1 pt for each talent in the treasury.

Empire: 1 pt for tribute value of all controlled and allied cities.

Achievements: pts are awarded for each chit obtained.

Enemies - You are unpopular with powerful factions at court.

Law - 100 pts - Giving laws, holding court, promoting justice.

Monuments - 150 pts - Building statues and sponsoring architectural projects.

Religion - 400 pts - Building temples and making donations of land or money.

Learning - 700 pts - Building universities and libraries, attracting scholars.

Roads - 1200 pts - Building roads, bridges, and garrisons to support trade.

A player may leave the game voluntarily by abdicating or be eliminated by scenario's special rules or due to event. In either case, his victory points are added up and saved for the end of the game. A player need not be the last survivor to win. Victory is determined entirely on the victory points outlined above.

## B. SET UP

1. Players must first decide on one of the 14 historic scenarios or may choose the hypothetical, standard game.  
Many scenarios give instructions when playing with fewer than the maximum number of players. If not, simply leave off the highest numbered player(s) listed. These countries are considered neutral and may be brought into play by invasion or diplomacy.
2. Place the "period" and "season" marker on the turn track as indicated by scenario. The game ends IMMEDIATELY when the period marker reaches 'end'. For example, if the marker is in 'period 1' when player #1 rolls an 'advance period' result, the game ends then. No other players would roll events.
3. Players choose and set up their countries.
  - a) High die is player 1, next is player 2, etc. If there are more positions than players, the remaining countries become neutrals.
  - b) Each player places his cities, forts, resources and military units as outlined in the scenario. His capital is marked with a "\*".
  - c) To record treasuries, pencil and paper or poker chips are needed.
4. Set up the neutrals.  
Place city and trade markers as outlined. It is not necessary to set up troops yet. To speed things up, wait until a neutral is invaded or allied before doing this.
5. Play now begins with the 'Spring' turn of the first year.
6. Play proceeds through out the remainder of the game in the sequence:
  - a) Seasonal Function
  - b) The first player performs the following phases in order
    - a) Sieges
    - b) Looting
    - e) Move & Combat

- d) Supply
- e) Purchase
- e) Next player turn, etc.
- 7. Pieces explanation:
  - a) Army marker (1-12, 2-12): the left number is the command bonus; the right number is the movement allowance.
  - b) Fleet marker (1-20, 2-20): same values as armies.
  - c) Caravan (0-15, Camel; 0-30 Merchant ships): same.
  - d) City(10-1, 20-2, 30-3) /Fort (0-1): the left number is the city income; the right number is the Siege strength.
  - e) Land/Naval combat unit: the number represents its strength.

### C. SEASONAL FUNCTIONS

Each turn is a 3 month season. Each has a unique function to be performed before the first player takes his turn.

Spring:

1. All players receive income for
  - a) controlled cities as listed on the counter.
  - b) 5 talents for each trade goods marker at his capital.
  - c) 20 talents for each type of trade goods at his capital. Example: 2 wool + 1 grain = 55 talents.
2. All trade goods markers are replaced at their original starting hex. Any goods that did not make it to a capital are considered lost at sea or captured by bandits.
3. Each non-player country (neutral or not) may replace the 5 biggest units from its force pool in its capital, rebuild its cities if looted and/or remove the "famine" marker.

Summer:

1. Each player, in turn, must roll on one of the three diplomacy charts.

<u>Administration</u>	<u>Court</u>	<u>Foreign</u>
1 Law	1 Remove Enemies	1 Gain Ally
2 Commerce	2 Squeeze Nobles	2 Peace Treaty
3 No effect	3 No effect	3 No effect
4 Advance Period	4 Advance Period	4 Advance Period
5 Lose Ally	5 Lose Ally	5 Rebellion
6 Enemies	6 Rebellion	6 Enemies

Commerce = gain 100 talents from increased trade.

Enemies = gain your 'Enemies' chit. If you already have it, go to civil war (section 'Q')

Gain Ally = choose one unallied neutral as your ally.

Law = gain your 'Law' chit. If you already have it, no effect.

Lose Ally = lose any one alliance you have with neutrals (chosen at random).

Rebellion = Chose one of your cities at random. See section 'R'.

Peace Treaty = you may either break any one alliance of another player or may end a "War" event which you are currently suffering. The War is settled at the current status quo (i.e., both sides agreeing that any cities captured during the war now belong to the capturing player.

Remove Enemies = return 'Enemies' chit to force pool.

Squeeze Nobles = gain 50 talents from taxes on land and temples.  
Advance Period = advance the marker one period toward "End".

Fall :

1. Each player, in turn, rolls 2 dice on the following Events table.
2. Plaque = roll 1 die for each unit or trade item within 4 hexes of your capital.  
Eliminated on a 1-2. Foreign units are affected too.
3. War = the nearest neutral country (nearest capital to yours and only if bordering to you) attacks you. See section 'P5'.
4. Raiders = place raiders described in scenario. See section 'S'.
5. Rebellion = chose one of your cities at random. See section 'R'.
6. Famine = Place a "Famine" marker on all cities within 4 hexes of your capital.  
Foreign cities are affected too.  
No supply, income and recruitment is possible during famine.  
You must "Rebuild city" to remove the marker.
7. Advance Period = advance the marker one period toward 'End'.
8. Corruption = receive only half of your income for controlled cities during the next Spring turn.
9. Rebellion = same as '5'.
10. Raiders = same as '4'.
11. Leader = if you have a General or Admiral he dies. If you don't, you may pick a General or Admiral and place him at any city.
12. Death = your monarch dies. See section 'T'.

Winter:

1. All players repay the price for all combat units on the map.
2. Any troops not paid here return to the force pool.

#### D. SIEGE RESOLUTION

Any troops or ships in the same hex as an enemy city/fort may now resolve the attack. During each player's turn, he resolves (1) sieges that he is waging against enemies, and (2) sorties from any cities of him that are under siege. If he is besieged by barbarians, then the siege is not resolved that season until it is the barbarian's turn (the last turn).

##### 1. Breach attempt.

The besieging player counts up the modifiers and rolls a die.

- a) Fortress strength - add bonus printed on counter.
- b) Supply - Add 1 if the city can trace a supply path as outlined in 'K'.
- e) Earthworks - Subtract 1 if the besieger declares he is building earthworks. The penalty for doing this is that the besieging force may not move during the movement phase.

Roll for the result:

1. Ladders reach the walls. An assault may be made.
2. Siege equipment batters down walls. An assault may be made.
3. Siege towers reach walls. An assault may be made.
4. Treachery opens a gate. An assault may be made.
5. Illness and starvation among the defenders. Roll 1 die for each defending army, navy and leader unit. It is eliminated on a 1-2. An assault may be made.
6. Illness and starvation among the attackers. Roll 1 die for each attacking army, navy and leader unit. It is eliminated on a 1. No assault may be made.

7. Sorties destroy preparations. Besieging player must lose at least 5 strength points (his choice). No assault may be made.
8. No progress. No assault may be made.
9. No progress. No assault may be made.
10. No progress. No assault may be made.

## 2. Siege Assault.

If step 1 was successful, both sides roll to inflict casualties on the other. First, the besieging player rolls, then any surviving besieged units roll.

	1	2	3	4	5+
1	0	0	0	0	1
2	0	0	0	0	3
3	0	0	0	0	5
4	0	0	1	3	5
5	0	1	2	3	5
6	1	2	3	5	5

The column is determined by the rolling player's strength points. Armies and fleets are combined.

The resulting number is the strength points his opponent must lose (owning player's choice).

The siege is over when one side is out of units, or both wish to cease. Leaders are eliminated if the city falls.

## 3. Sorties.

During his siege phase, a player in a town may voluntarily sortie against the besieger. He resolves this just as with a normal siege assault, except that he may call off the sortie whenever he wishes. Armies MAY sortie against fleets and visa versa.

## E. LOOTING

A player may immediately collect the tribute value of any city which is occupied by friendly forces. The counter is then flipped to its 'looted' side. It no longer produces tribute, nor goods, nor functions as a fort, nor functions as a supply source.

## F. CAPITALS

If a player's capital falls, all achievement counters (except 'Enemies') are returned to the force pool. He must then pay to 'move capital' as described under purchase phase. If he has no other city, he is out of the game.

## G. MOVEMENT

### 1. Control counters

- a) Each side has its own colour counters printed on one side as an army and on the other as a fleet.

These are used to mark control of cities and troops and to regulate movement. There is no cost to create these counters.

- b) At the beginning of each movement phase, a player must designate whether each of his forces will be an 'army' or a 'fleet'. New control markers may be added freely at this point. A given stack may be divided into several armies and fleets if desired.
- c) Land units may be in fleets (see sea transport below), but ships may never be in armies.
- d) Units may not change from army to fleet or visa versa during movement. (exception: see optional rule BB)

## 2. Land movement

- a) Troops have no movement allowance by themselves. They must be picked up and moved by a control counter.
- b) Any number of units may be picked up, dropped off or carried by a single counter. A given unit may not, however, be carried by more than one counter in a game turn.
- c) Units may be dropped off from a moving force. Simply add another control marker with these units. They may not move any further.
- d) The distance a force can go is regulated by the movement points printed on the control counter. As it crosses each hexside, refer to the terrain effects chart to see how many movement points are spent. When there are two or more types of terrain on a hexside, the moving player may choose whichever is better. A force need not move its full allowance, nor does it need to move at all. A player may move some, none or all of his forces in a given turn.
- e) Example: A stack of 5 units begins in Sparta. It moves to Corinth where it picks up an additional unit. It continues on to Athens where 2 of the units are dropped off (an additional control counter is placed on them). The remaining 4 units may then proceed on to Thebes or further.

## 3. Naval Movement

- a) Movement of ships is done exactly like land forces. The difference is, of course, they move across sea hexsides rather than land.
- b) Naval units may not enter an all sea hex. They may cross all sea hex- sides as long as the target hex has some land in it.

## 4. Sea Transport

- a) Land units in a river or coast hex may choose to be a fleet.
- b) No warships or troop transport counters are needed. Simply flip the control marker to the fleet side. It is, however, wise to have an escort along in case of interception. Unescorted transports may not defend themselves and are automatically eliminated by warships.
- c) No port is needed for either embarking or debarking.

## 5. Caravans and Merchants

- a) The caravan and merchant counters are used to carry trade goods and behave the same way as army/fleet counters do.
- b) Caravan/merchants may not carry troops. Army/fleet counters may not carry trade goods. Note that this makes it impossible for a military force to escort trade missions. This is an intentional design. The caravan/merchants do not represent individual missions, but rather several efforts by non-government businesses.
- e) If caravan/merchants end the turn with a force or city, they DO get the military protection these outposts would provide. They cannot move out of a besieged city.
- d) Goods may never be captured. If a hostile army has defeated a garrison, the goods are eliminated until next income phase. Again, this is because only a few merchants could have been present at the time. The rest would decide that trade in the area is too risky and look for other ventures.

## H. ZONES OF CONTROL

The hexes in the game are very large, the time increments very long, and the forces are mobile. Players should not think of an army occupying only one point. The force could be anywhere in or adjacent to the hex the counter actually occupies.

1. The 6 hexes surrounding a force are its 'zone of control'. Zones of control do not extend across hexsides which are not passable (peak or sea hexsides for armies, land hexsides for fleets).
2. Whenever a force moves into a zone of control, or when a force tries to leave an occupied hex, the non-moving player may intercept it by moving his force on top of it. Only one force may intercept at a time. A force in an enemy occupied hex can intercept another enemy force moving in an adjacent hex.
3. Two or more forces could not 'intercept in tandem' due to timing and communication problems of the period.
4. Not all of the non--moving force need intercept. The force may be divided so that only part of it intercepts.
5. When an interception takes place, a battle is resolved (see 'J'). If the moving player is victorious, he may continue moving.
6. Only armies may intercept armies and caravans. Only warships may intercept fleets and merchant ships.
7. Friendly units in a intercepted hex may join the attack of a friendly intercepting force against enemy units that moved in their hex.

## I. TERRAIN

Terrain costs are determined by the hexside. If there are more than one, the moving player may choose which to use.

1. Clear terrain: 1 movement point.
2. Desert: 1 movement point. Supply may not cross all desert hexsides.
3. Mountain: 2 movement points.
4. Mountain peak: Impassable.
5. River: No effect on land movement. Ships may travel up and down rivers.
6. All sea hex: May not be entered.
7. Cities:

Cities may be captured only thru siege. Even unoccupied cities have a small garrison that must be overcome. The garrison has no strength and cities are automatically captured if an assault may be made. A city belongs to the last player that captures it. Cities in a partial sea hexes are ports.

Control markers may be used to help remember who owns it.

A maximum of 30 strength points may be inside a "1" Siege strength city.

A maximum of 60 strength points may be inside a "2" Siege strength city.

An unlimited number of strength points may be inside a "3" Siege strength city.

Any time you exceed that number in a besieged city, the excess is immediately eliminated.

8. Area hex:

The grey outlined hexes are generic areas. Unless otherwise stated, they may be entered as any other hex. If raiders appear in a hex which is occupied, they immediately attack these troops.

9. Neutral countries:

Only the cities listed in the scenario are counted for game purposes. Armies could enter other hexes historically controlled by the neutral without constituting an invasion. There is rarely any reason to do this, however.

## J.COMBAT

1. When a moving player enters an enemy occupied hex, or when the non-moving player intercepts a moving force, a battle must be resolved. Hostile armies and fleets must coexist on the same hex without combat occurring as they cannot fight one another (even if the fleet is transporting land units, in which case the land units would have to be disembarked and formed into an army in order to engage the enemy army). They may, of course, interact during the Siege and Sortie Phase and neither blocks the supply lines of the other.  
It's possible to initiate only one attack per stack per hex per turn per type (naval/land).  
Note: the winning force should be able to pursue and besiege/attack the fleeing units.
2. If there is a friendly city or fort in the hex, the non moving player may announce that he is inside (but see rule I.7). No battle is fought. The moving player does not have the same option. Lone leaders have the option to retreat inside the city or to escape as if he just lost a battle (dies on roll of 1 or 2 – see 5 below).
3. If it is a naval battle, only warships may participate.  
If it is a land battle, only land units may participate.  
Siege is the only instance where ships may fight armies.
4. There are three possible ways to resolve battles:
  - a) Resolve as a board game using a copy of 'Ancients'. See section 'M'.
  - b) Resolve using the combat procedure in this game. See section 'N'.
  - c) Resolve using figures and miniature rules. This is up to the players.  
If the moving player is victorious, he may continue his movement. if not, the movement for that force ends.
5. Roll one die for each leader present.
  - 1 the leader dies if on the winning side.
  - 1-2 the leader dies if on the losing side.
6. Any trade goods or transported land units with the losing force are eliminated. Transported land units (including Generals) are only eliminated if the friendly fleet was completely destroyed in battle (not pursuit)
7. The losing side must immediately retreat to the nearest city or fort within 7 movement points. While retreating, he may not enter an enemy occupied hex. If he is unable to reach a sanctuary, all survivors are eliminated and returned to the force pool.  
Retreating units may retreat through ungarrisoned enemy cities/forts.

## K. SUPPLY

1. A land or sea force is in supply if it can trace a movement path 7 or less movement points to a friendly or neutral city/fort which is itself free of enemy units.
2. This path may not pass thru any hex with unbesieged enemy unit or their zones of control.
3. A supply path may not cross an all desert hexside.
4. This path may be a combination of land and sea. Each hex used must conform to the normal rules of land or sea movement.
5. If a land or sea force cannot trace such a path during the supply phase, roll a die for each unit. It is eliminated on a roll of 1 or 2.
6. Note that besieged forces are usually out of supply and so must roll.  
Example: A force is besieged in Susa. It could not use Susa as a supply source because the hex contains enemy units. It could not trace supply to Larsa, because all adjacent hexes are in enemy ZOC. The besieging force is free to trace supply to Larsa because besieged units do not block supply.

## L. PURCHASE

The moving player may now purchase anything from his force pool. He may also rebuild looted cities if he was the last to pass thru the hex.

1. Land units: appear in player's capital or in any friendly (not allied) city (1 unit per city in this case).
2. Naval units: appear in any friendly port. A "port" is defined as any city on a coastal hex.
3. Caravan/merchants: destroyed units appear in player's capital at no cost.
4. Forts: appear in any hex that doesn't already have a city/fort.
5. Rebuilding a city: flipped back to non-looted side in the same hex.
6. Achievements: placed in the player's capital.

- Cost -

KT 10	Monument	100	Rebuild city	35
HC 6	Religion	200	Move capital	25
LC 5	Learning	300	Fort	10
	Roads	500		
PX 12				
HI 7				
LI 3				
HA 5				
LA 4				
MM 2				
EL 11				
CH 6				
HG 20	(4 to maintain in Winter)			
LG 15	(3 to maintain in Winter)			
SH 10	(2 to maintain in Winter)			

Notes: Fleets were expensive to build, but are maintained for much less.

Land and Naval units, Caravan/Merchants and Achievements may not be placed in a besieged Capital or city (or port city, in the case of Naval units).

Forts may be built from the Force Pool or "moved" from one location on the board to another for 10 talents. Forts may be placed on any hex which has one of the owning player's military units on it and does not already have a city/fort located there.

## M. LAND BATTLES RESOLVED WITH ANCIENTS

This method is not recommended for battles containing less than 5 units on each side. Further, if there are more than 2 players, it leaves the non-combatants with a lot of dead time. However, if you are playing an on going campaign and have the time, this gives a new dimension to the game.

1. The side that did not initiate the battle picks map sheet A B C or D. If combat was caused by interception, the non-moving player initiated it. Otherwise, the moving player initiated.
2. The non-initiating player then places his camp anywhere on the map, no closer than 2 hexes from the edge.
3. The initiating player then places his camp anywhere 7 to 9 hexes away. It must also be at least 2 hexes from the edge of the map.
4. Each player gets 1 leader for command point (1 or 2 for control marker plus an additional 1 if a general is present).
5. Convert the strategic combat units for ANCIENTS units.
6. Both sides add up total combat strength and divide by 2. These are the panic levels.
7. The non-initiating player sets up within 3 hexes of his camp.
8. The initiating player sets up within 3 hexes of his camp.
9. A standard, 6 turn game is fought. The non-initiating player is side 'A'.
10. At the end of the game, the victorious side may recover half (round down) of his eliminated troops from the dead pile (based on melee strength pts). Leader counters are not eliminated unless all leader counters were killed.  
However, any Leader captured (by an enemy unit advancing into its hex) supersedes this and will eliminate a Leader counter unless ransomed back immediately at the conclusion of battle. If no ransom deal can be worked out at that time the Leader is eliminated.  
A tied score in Ancients means that the non-initiating player has won the battle.
11. Units are now converted back to strategic counters.

#### N. LAND BATTLE RESOLUTION

This combat procedure consists of 5 steps.

##### 1. Planning

Each player secretly chooses a tactic from the list below.

The results are cross referenced to gain a modifier.

#### LAND COMBAT

	Charge	Refuse	Envelope	Stand	Withdraw
Charge	A	B	E	D	G
Refuse Flank	B	A	F	A	xx
Envelope	E	F	A	C	G
Stand	D	A	C	xx	xx
Withdraw	G	xx	G	xx	xx

A = No modifiers. Use only the printed strengths.

B = Charging units doubled.

C = All cavalry units (KT, HC, LC, and CH) doubled.

D = Standing infantry (PX, HI, LI, HA, LA, and MM) doubled.

E = HC and LC tripled.

F = All units on 'Refusing' side doubled.

G = Withdrawing side automatically loses. Go directly to step 5.

xx = No battle. No losses. No pursuit. Withdrawing player (or attacker if neither or both sides withdrew) must retreat.

##### 2. Total strength points

Add up the strength points of the units present with the modifier found.

3. Command bonus

Each side is awarded the command value of any one army/fleet control marker. It is also awarded 1 if it has a general present. If one side has a higher total, it may add +1 to each die roll made below.

4. Casualties

Each side now rolls to inflict casualties on the other. Take the total strength calculated in step 2 above. For each 100 pts, roll once on the 100's column. For each 10 pts, roll once on the 10's column, etc. So if you have 134 pts, roll once on the 100's, three times on the 10's and four times on the 1's.

Optional: for a most accurate result do not roll on 10's and 100's but all on 1's instead.

	<u>1</u>	<u>10</u>	<u>100</u>	
1.	-	-	5	
2.	-	-	10	
3.	-	1	10	
4.	-	1	10	
5.	-	2	10	
6.	.5	2	15	
7.	.5	3	30	Add one if you had the higher command bonus.

The total is the number of strength point losses inflicted on the enemy. These losses are taken simultaneously. The actual troops lost are determined by the owning player. He must lose at least as many as indicated by the total his opponent rolled.

Example: One side has a total strength of 32. Both sides have one command point, so neither gets the +1 modifier. The player rolls three times on the 10's (2 4 6) and twice on the 1's (5 6). The total casualties are 3.5 pts.

Example (cont): His opponent has a PX and 2 LA. He chooses to lose 2 LA. One LA would not satisfy the requirement. Losing the PX would be wasteful.

5. Pursuit

If one side was completely eliminated, the battle ends here. Otherwise, the side that took the most strength points loss is the loser. To determine this, count the strength points of the units actually lost, not the total rolled. If losses were equal, return to step 3 and repeat until a clear winner is found.

The winning side totals his surviving strength points. Cavalry (KT, HC, LC and CH) are x5 for this. The winning player rolls again for casualties. As before, the owning player chooses the losses.

O. NAVAL COMBAT

Naval combat is resolved very similarly to land combat.

1. Planning

Each side chooses a tactic.

	Line	Column	Double	Withdraw
Line	E	C	B	F

Column	C	A	D	F
Double Line	B	D	A	F
Withdraw	F	F	F	xx

A = No modifiers. All ships used printed strength only.

B = Galleys (HG LG) in line x3.

C = Galleys (HG LG) in column x3.

D = Galleys (HG LG) in double line x3.

E = LG x3

F = Withdrawing side automatically losses. Go directly to step 5.

xx = No battle. No losses. No pursuit. Withdrawing player (or attacker if neither or both sides withdraw) must retreat.

2. Add strength points with any modifier found above.
3. Command bonus  
Each side is awarded the command value of any one army/fleet control marker. It is also awarded 1 if it has an admiral present. If one side has a higher total, it may add +1 to each die roll made below.
4. Casualties  
Roll casualties on this table and remove simultaneously.

	1	10
1	-	-
2.	-	2
3.	-	2
4.	-	2
5.	-	2
6.	1	3
7.	1	9

Optional: for a most accurate result do not roll on 10's but all on 1's instead.

5. Pursuit  
If one side has no surviving naval squadrons, his opponent may eliminate any land units being sea transported.  
Otherwise, perform pursuit as in land battles.

## P. NEUTRALS

1. Invasion of a neutral
  - a) A neutral country is invaded if any land units move into a hex containing any of its cities or military units. Only military units count for this. Trade goods do not constitute an invasion. Fleets may move thru neutral countries, but may not take refuge in neutral ports.
  - b) If a neutral country is invaded, it immediately allies with a non-invading player. Determine this player randomly. The country is then considered an ally as outlined under '2'.
2. Alliances

Control of one of the neutral powers may be given in the scenario setup, or it may be gained through diplomacy. The following benefits apply.

- a) All units of the minor may be moved by the controlling player and may be combined with his own troops. It is a good idea to retain the yellow control marker to tell the difference between the two types of units.
- b) Allied troops need not be paid or purchased. During the income phase place rebuilds in their capital. If its capital has fallen, designate a new one. If no cities remain, it is conquered and all units removed.
- c) No revenue is gained for allied cities or trade markers. Caravans and Merchants are not used. Trading with Allies is possible following rule P.4 below.

### 3. Breaking Alliances

An existing alliance with a neutral may be lost during diplomacy. When this happens, the following procedure applies.

- a) Control of all this country's cities must be surrendered. If any player refuses to surrender control of any city, the neutral is immediately re-activated as if it were invaded.
- b) All existing units controlled by the ally are returned to its capital.

### 4. Trade

- a) Any trade goods in a neutral country are subject to trade. The neutral will trade with any player. It will trade one marker for any one other marker of a type the country doesn't already have. Alternately, it will sell trade markers for 15 talents each.
- b) Example: India has 3 spice. Egypt moves in 2 slaves and 1 grain. It could trade 1 slave and 1 grain for 2 spices. India is not interested in the second slave. Persia then moves in 1 grain and 1 wool. It may trade the wool for either the slave or the spice.

### 5. Non-player Control

Occasionally (especially in solitaire scenarios) a country is at war, but not controlled by any player.

- a) It moves after all other players have moved.
- b) In the siege phase it will attack any enemy city in a occupied hex. It will never choose to build earthworks.
- c) In the looting phase it will always loot a city it has captured.
- d) In movement it will move toward the nearest enemy city or force (in movement points). If there are two equally close targets, roll a die. It will never move out of supply. If it cannot reach a target within supply, the force will return to its capital. Neutral troops will not move by sea without warships.
- e) In combat it will retreat inside a friendly city if attacked by a larger force.  
In a field battle, choose a random tactic:  
1: Charge 2: Refuse Flank 3: Envelope 4: Stand 5-6: Reroll  
In a naval battle, choose:  
1-2: Line 3-4: Column 5-6: Double Line
- f) In the income phase it automatically replaces its 5 largest units.
- g) Non-player controlled active minors (which usually appear as the result of a War Event or when playing a solitaire scenario) may not be allied with. They are, in effect, permanent "loose cannons" which will attempt to lay waste to everything within their supply range until crushed completely or made peace with (see rule "C" "Peace Treaty").
- h) If a neutral is destroyed and its cities captured, the conqueror gets the taxes from the conquered cities. Roll for each neutral controlled unit at the beginning of scenario:  
1-3 = the unit will join the enemy player who conquered the greater total tax value of cities controlled by neutral at beginning (rolling dice in case of ties).  
4-5 = disappear  
6 = join other players (rolling dice to determine opponent)

## Q. CIVIL WAR

1. The affected player must immediately roll for each hex containing controlled armies/fleets or city/forts - except the capital. On a 1-2 it is rebel controlled. Rebel forces march on the capital and attempt to take it. If they succeed, they march on the new capital, etc.
2. Rebels become another player. Their turn comes after the last existing player turn. They never pay upkeep, collect income, roll diplomacy, or ever have a force pool. They may, however, become allies. Rebels during a Civil War may become allies through Diplomacy (Foreign) and Political Marriages (consider them as "neutrals" for this purpose).

## R. REBELLIONS

1. When a city rebels, place 3 LI unit in it. If it is garrisoned, the garrisoning player may roll (as besieging) on the 'Siege Assault' table until one side is eliminated. Or, he may choose to be outside the city.
2. Until the rebels are eliminated, the city produces no tribute.
3. A capital is subject to rebellion, so it is wise to keep at least a palace guard around.

## S. RAIDERS & PIRATES

1. These may be triggered by 'event' rolls. See the scenario sheet for the number, type and location of these. Pirates placed "on any coastal hex" have that hex chosen by the player rolling that event.
2. If there are units in the area, they attack immediately.
3. Raiders and pirates are treated as an additional player. Their turn comes after the last existing player. They never pay upkeep, collect income, roll diplomacy or ever have a force pool. They may, however, become allies. Raiders and pirates may become allies through Diplomacy (Foreign) and Political Marriages (consider them as "neutrals" for this purpose. If 2 players roll for the same raider in the same Fall turn then place only one. If rolled for the same raider in different Fall turns then place raiders.
4. They always move directly toward the nearest (in movement points) unlooted city or trade marker and attempt to loot it. They attack anyone in their way. They are always supplied unless under siege.

## T. DEATH

If you are reading this section, you are probably dead.

In any case, don't be too worried. It isn't necessarily fatal. You have two options:

1. You may count up your victory points and leave the game. Your country (and allies if any) will continue as a neutral. If any city is under siege the country will follow rule P.1.b. Remember, you don't have to survive the game to win. You may still have the highest victory point total.
2. Return to the game as your heir. In this case, return all achievements to the force pool and continue on. You are again eligible for a diplomatic marriage. Early in the game this is not too great a burden. Later in the game it may not be worth the lost victory points.

## U. ELIMINATION

A player is eliminated if he dies, or simply loses all his holdings on the map. In the first case he may either reenter the game as described above, or he may count his victory points and remain out. His country (and allies if any) will continue as a neutral. If any city is under siege the country will follow rule P.1.b.

If a player loses all his holdings on the map roll a die for each unit he controlled at the beginning of the game:

1-3 = the unit will join the enemy player who conquered the greater total tax value of cities controlled by the eliminated player at the beginning of the game (rolling dice in case of ties).

4-5 = disappear

6 = join other players (rolling dice to determine opponent)

## V. POLITICAL MARRIAGE

Once during the game, each player's monarch may marry. This may be done during any player turn and used one of 3 ways. If one returns as his heir, the benefits of any previously enacted political marriage stand (an alliance with another player is only still good if "in effect"; (e.g., the other player's monarch has already died). The heir, now, may make his own political marriage.

1. Gain an alliance with a neutral. You must roll for this:  
1-3: the neutral accepts your offer 4-6: no marriage.
2. Placate enemies. If you have gained the 'Enemies' chit, you may return it to your force pool. No roll is needed for this.
3. Alliance with another player. No roll is needed, but it requires the other player's consent. You marry into the other royal family. If he dies before you, he may not re-enter as his heir. His country becomes your ally. He will probably ask for the same marriage in return.

Sorry, only one marriage per player. Additional marriages, even if legal, tend to dilute the importance of each.

You can attempt to make such an alliance by marriage once per turn. You may only roll for any prospective ally once per game.

Although it has no effect on play, it is entertaining to see what your new mate is like.

	<u>Personality</u>	<u>Attitude</u>
1 Old	2 Religious	1 Hates you
2 Middle aged and fat	3 Simple minded	2 Dislikes you
3 Middle aged but attractive	4 Frigid	3 Indifferent
4 Young but plain	5 Passive & shy	4 Indifferent
5 Young and attractive	6 Spoiled	5 A good friend
6 Child	7 Lazy	6 Loves you
	8 Ambitious	
	9 Domineering	
	10 Promiscuous	
	11 Scholarly	
	12 Egotistical	

## Z. ALLIANCES

A player may, at any given instant, declare himself 'allied to', 'neutral towards' or 'an enemy of' another player-monarch. (Remember that retreat routes may only be traced to friendly or allied cities. Supply lines are traced to friendly, allied or neutral cities and those unit's zone of control do not block supply routes).

1. Allied player's forces may defend and intercept a common enemy together (see H.3), if they are stacked together in the same hex (they must still move and attack separately during their own respective player turns, however). Note that a 'political marriage' to another player has no enforceable bearing on their state of alliance while the accepting monarch is still alive.

2. One's alliance status towards another player-monarch may be changed at any time for any reasons (a player must, however, remain loyal to his neutral allies).

(a) Cities may be captured without a siege by treacherously breaking an alliance while occupying an allied player's city hexes when none of the owning player's units are present.

(b) if there are owning player's units present, both sides roll simultaneously on the assault table for multiple rounds until one side or the other is either eliminated (if both sides are eliminated, the cities remains with the player who was the last to control it) or gives up the city and either: (a) retreats or (b) besieges it.

(c) At the instant a player-alliance turns to enemies, newly hostile units which are stacked together must immediately fight a battle (except in the case of fleets vs. armies).

3. Players may also award each other gifts (or pay ransom / tribute / bribes / black mail), the total of which may not exceed more than 1/2 their previous Spring's income and/or ceding one city per year (Spring through Winter), plus any number of mercenaries (see optional rule "EE") and trade goods (which must be physically moved by caravan/merchant). Achievements, allies and victory points are not negotiable.

## OPTIONAL RULES

### AA. PORTS

The basic rules treat all cities in a coastal or river hex as a port. It will become obvious that many such cities are not. Players may wish to differentiate port from non-port cities. Ships and merchants may not take refuge in non-ports. Sea supply may not be traced into or out of non-ports. Players should discuss all questionable cities before the game.

### BB. SEA TRANSPORT

Rather than having a force remain army or fleet for its entire turn, an army may become a fleet for +5 movement points. Land units on a fleet may become an army for +3 movement points. Land units may not load or unload if they would over spend. The additional Movement Point penalty is paid for by the type of unit being converted from. In other words, you spend to embark or disembark from whatever the force currently is. If, after the conversion, the force has any Movement Points remaining, it may continue movement. Note that land and sea movement may not be combined when retreating.

A camel may become a merchant ship for +8 mp and viceversa for 4 mp.

Example: An army moves 1 hex to the coast and loads into transports (6 pts have been spent). It then continues 2 hexes by sea (8 pts total) and then disembarks (11 total). It continues on 1 more hex as an army. A force that has already spent 10 movement points could not unload.

#### CC. RIVER MOVEMENT

A fleet on a river could be stopped by an army by building bridges and obstacles. If players wish, armies may block or intercept fleets moving by river. If this rule is used, 'DD' should also be used.

#### DD. ROWERS

Warships would often send its marines and rowers ashore to fight as infantry. Ship units on the coast may be combined in battles with armies. If ANCIENTS is being used, treat LG and SH as LI. Treat HG as HA.

When using the land combat system, ships themselves may be taken as (rather expensive) losses in battle. If the LI or HA unit representing a ship's rowers in an Ancients battle is eliminated, so is that ship. (Players will have to keep track of which units represents the "rowers").

#### EE. MERCENARIES

Players may grant other players the right to purchase units from their force pool. This is usually done for a fee. The units purchased need not be returned as long as they are on the board and being paid for by the buying player. If, however, the buying player has any unbought units of that type in his force pool, the selling player may demand that those units be returned to his force pool.

Example: I buy 2PX from the player on my right. They cost me 24 talents plus an additional 5 talents the other player says he wants. I then take these units and attack him. Later in the year, he sees that 3PX are in my force pool. He demands two of these back as his.

#### FF. RAIDING

Looting was not limited to major cities. In a agricultural economy, the countryside was

plenty important. To reflect raids against the country-side, a player with units in an enemy city hex may declare that he is raiding. He collects 1 talent. His opponent must lose 2 talents. This loss is taken even if it puts him into a negative balance. This is done after movement, but before supply. Raiding forces are synonymous with “besieging” forces.

## GG. APPEALS TO HEAVEN

At the beginning of the movement portion of a player’s turn, he may make an appeal to the gods. Roll on one of the tables here. If more than one appeal is made per monarch, subtract 1 for each subsequent attempt.

War God: Assyrians, Huns, Vikings, and Mongols

- 1 Weakling!: Your monarch dies.
- 2 No answer
- 3-4 Divine assistance: Change any one battle or siege die roll to any number desired.
- 5 A hero is sent: Gain a general or admiral.
- 6 Favoured by the gods: For this reputation, you gain 100 victory pts.

Monotheistic: Moslems, Christians, and Jews

Best of two rolls if you have your ‘religion’ chit.

- 1 You are found wanting: Treat as ‘Famine’ result under ‘Events’.
- 2-3 No answer
- 4 Natural Disaster: Flip any enemy city to ‘looted’ side.
- 5 Wrath of God: Eliminate all combat units in any one hex.
- 6 Smite an unbeliever: Kill an enemy leader or monarch.

Polytheistic: All others

Best of two rolls if you make an offering of 25 talents.

- 1 Bad Omens: Combat units of your country will not move or fight this turn. Allies and trade goods may move normally.
- 2-3 No answer
- 4 Good Crops: Collect the tribute value of your cities as a bonus.
5. A hero is sent: Gain a general or admiral.
6. Protection of the gods: Ignore any one Event or Devine Appeal.

Only player monarchs (as opposed to “allied” monarchs) are eligible to appeal to the gods. If a player returns as his heir, any accumulated negative modifiers (racked up by his deceased parent) are reset to zero.

## SCENARIOS

### 1 HAMMURABI

Time: c1700 BC

Periods: 4

Players: 2-4

Special rules:

- a) The western map is not used.
- b) No fleets or sea movement is allowed, unless Tyre is controlled as an ally.

Neutrals:

Elam	Susa	10-1	2 CH 4LI 2LA
Damascus	Damascus	10-1	1 CH 2 LI 3 MM
Phoenicia	Tyre	20-2	4 LG
Kadesh	Kadesh	10-1	1 CH 2 LI 3 MM
Carchemish	Carchemish	10-1	1 CH 2 LI 3 MM (Edessa hex)
Assyria	Assur	10-1	1 CH 1 HI 2 LI 2 HA (Nineveh hex)
Amorites	Mari	10-1	1 CH 3 LI 3 LA
India	India	-	3 SPICE. May not be invaded

Raiders: When called for on the event table, roll 1 die.

- 1 Lybians: 1 LI in Cyrene
- 2 Nubians: 3 LI in Nubia
- 3 Semites 1 LI in Arabia
- 4 Kassites: 1 LI in Bagdad
- 5-6 Aryans: 3 CH in India

Player 1: Babylon (Blue)

Treasury 0 Force Pool: 1 fort 2 LI 2 HA  
Babylon\* 20-2 2 WOOL 1 caravan 2 CH 1 HI

Player 2: Larsa (Green)

Treasury 0 Force Pool: 1 fort 2 LI 2 HA  
Larsa\* 20-2 2 GRAIN 1 caravan 2 CH 1 HI

Player 3: Egypt (Brown)

Treasury 0 ForcePool: 1 fort 3 LI 5 LA  
Gaza 10-1 3 CH  
Memphis\* 20-2 2 GRAIN 1 caravan  
Thebes 10-1  
Nubia -- 2 SLAVES 1 caravan

Player 4: Hittites (Grey)

Treasury 0 Force Pool: 1 fort 3 LI 6 MM  
Hattusas\* 20-2 2 WOOL 1 caravan 4 CH

## 2 THE SEA PEOPLE

Time: c1200 BC

Periods: 6

Players: 2-4

Special rules:

- a) The western map is not used.

Neutrals:

Lybians	Cyrene	fort	1 LI		
Minoa	Cnossus	10-1	2 LG		
Troy	Troy	20-2	1 CH	3 HI	2MM (Pergemum hex)
Alasa	Citium	10-1	1 MM		
Kadesh	Kadesh	10-1	2 CH	3 LI	2MM
Damascus	Damascus	10-1	2 CH	3 LI	2MM
Phoenicia	Tyre	20-2	3 LG		
Israel	Jerusalem	10-1	3 LI	2 LA	
Babylonia	Babylon	20-2	2 CH	2 HI	2HA
Elam	Susa	10-1	2 CH	5 LI	3LA
India	India	-	3 SPICE.	May not be invaded	

Raiders: When a “raiders” event is rolled, ALL the following appear:

Acheans	15 LI, 1 SH on any coastal hex of the Mediterranean
Philistines	15 LI, 1 SH on any coastal hex of the Mediterranean
Arameans	15 LI in Arabia
Phrygians	15 LI in Ancyra hex
Dorians	15 LI in Balkans

- 1) Only one such set of raiders can appear per event phase.
- 2) The raiders move individually in the order listed above.
- 3) Raiders do not fight each other.
- 4) Raiders may not be hired as mercenaries.

Player 1:

Egypt (Brown)		
Treasury	50	Force Pool: 1 fort 2 SH 4 LI 5 LA
Nubia	-	4 SLAVES 2 caravans
Luxor*	20-2	4 CH 1 general (Thebes hex)
Memphis	10-1	
Gaza	10-1	

Player 2:

Hittites (Grey)		
Treasury	0	Force Pool: 1 fort 4 LI 6 MM
Hattusas*	20-2	4 WINE 1 caravan 4 CH
Carchemish	10-1	(Edessa hex)

- a) May not form fleets or move armies by sea

Player 3:

Assyria (Blue)		
Treasury	60	Force Pool: 1 fort 5 HA
Assur*	20-2	1 CH 1 caravan 3 HI (Nineveh hex)
Mari	10-1	4 GRAIN

- a) May not form fleets or move armies by sea

Player 4: Mycennae (Green)  
 Treasury 0 Force Pool: 1 fort 3 HI 3 MM  
 Mycennae\* 20-2 4 WOOL 1 CH 2 LG (Sparta hex)  
 2 caravan

### 3 ASSYRIA

Time: 744 BC

Periods: 6

Players: 2-4

Special rules:

- a) The western map is not used.

Neutrals:

Greeks	Cnossus	-	3 SLAVES. May not be invaded.
Cyprus	Citium	10-1	2 LG
Lydia	Sardes	20-2	2 LC 4 HI 4 MM
Cimmerians	Ancyra	10-1	2 HI 2 LI 1 LA
Tarsus	Tarsus	10-1	2 HI 3 MM
Medes	Ecbatana	10-1	1 CH 4 LI 2 LA
Elam	Susa	10-1	2 CH 6 LI 4 LA
India	India	-	3 SPICE May not be invaded

Raiders: When called for on the event table, roll 1 die.

1-2	Scythians	10 LC in Steppes
3-4	Chaldeans	5 LI in Arabia
5	Urartu	5 LI in Artaxata
6	Celts	10 LI in Belgrade

Player 1: Assyria (Red)  
 Treasury 50 ForcePool: 1 fort 1 SH 2 LC  
 Nineveh\* 20-2 3 GRAIN 1 caravan 5 CH 4 HI 3 LI 5 HA  
 Mari 10-1  
 Carchemish 10-1 (Edessa hex)

Player 2: Egypt (Brown)  
 Treasury 30 Force Pool: 1 fort 2 LG 3 LI 5 LA  
 Gaza 10-1 3 CH  
 Memphis\* 20-2 2 GRAIN 1 caravan  
 Thebes 10-1  
 Nubia - 2 SLAVES 1 caravan

Player 3: Syria (Green)  
 Treasury 0 Force Pool: 1 fort  
 Hamath 10-1 (Kadesh hex)  
 Damascus\* 20-2 3 WINE 1 caravan 5 CH 1 LC 1 HI 5 LI 4 MM  
 Tyre 10-1 4 LG

Jerusalem 10-1

Player 4: Babylon (Blue)  
Treasury 20 Force Pool: 1 fort 1 SH 2 LI 2 HA  
Babylon\* 20-2 3 WOOL 1 caravan 3 CH 1 HI  
Larsa 10-1

#### 4 CYRUS THE GREAT

Time: 560 BC

Periods: 5

Players: 2-4

Special rules:

- The western map is not used.
- When the Cyrus player captures Ecbatana or Medes capture Parsagadae, that country surrenders and all units join the force pool of the winning side.
- Scythia may not be conquered. Deleted units reappear each year.
- If Athens, Corinth, or Sparta are attacked, all three will band together as one group.

Neutrals:

Athens	Athens	10-1	2 LG 1 LC 1 PX 1MM
Corinth	Corinth	10-1	2 LG 1 LC 1 PX 1MM
Sparta	Sparta	10-1	2 LG 1 LC 1 PX 1MM
Egypt	Memphis	20-2	2 GRAIN 2 LC 2 LI 2 LA
Crete	Cnossus	10-1	2 LG
Miletus	Miletus	20-2	1 PX 2 MM 2LG
Thrace	Byzantium	10-1	1 PX 4 MM
Scythians	Cherson	-	5 LC
Elam	Susa	10-1	2 LC 5 LI 2LA
Arabia	Arabia	-	3 SLAVES. May not be invaded.
India	India	-	3 SPICE. May not be invaded

Raiders: When called for on the event table, roll 1 die.

- 1-2 Celts: 5 LI in Belgrade  
3-4 Scythians: 5 LC in Steppes  
5-6 Arabs: 2 LC in Arabia

Player 1: Cyrus (Brown)  
Treasury 100 Force Pool: 1 fort 2 caravan  
Parsagadae\* 20-2 4 LC 2 PX 4 LA 1 general (Persepolis hex)

Player 2: Chaldea (Blue)  
Treasury 0 Force Pool: 1 fort 10 LI  
Ur 10-1 (Larsa hex)  
Babylon\* 20-2 3 GRAIN 2 caravan 5 LC 5 LA  
Hamath 10-1 (Kadesh hex)  
Damascus 10-1  
Tyre 20-2  
Gaza 10-1

Player 3: Lydia (Red)  
 Treasury 70 Force Pool: 1 fort 2 LC 2 PX 4 MM  
 Sardes\* 20-2 2 WINE 1 caravan 1 LG  
 Gordium 10-1 2 WOOL 1 caravan 1 PX (Ancyra hex)

Player 4: Media (Green)  
 Treasury 0 Force Pool: 1 fort  
 Ecbatana\* 20-2 3 WOOL 2 caravan 3 LC 5 LI 2 LA  
 Nineveh 10-1  
 Carchemish 10-1 (Edessa hex)  
 Trapezus 10-1 (Trebizond)

## 5 THE GREEKS

Time: variable

Periods: 6

Players: 2-4

- 2 Player game is Persian invasion by Darius (480 BC).  
 Persia has Miletus and Byzantium as allies and treasury of 150.  
 Sparta gets Athens and Corinth as allies automatically as soon as  
 Persians move adjacent to Sparta.
- 3 Player game is the Peloponnesian war (431 BC).  
 Athens has Rhodes, Miletus and Byzantium as allies.  
 Athens also starts with the LEARNING chit.  
 Sparta has Corinth, Potidaea, and Thebes as allies.  
 Sparta has an additional 2 LG in its force pool.
- 4 Player game is the rise of Thebes (379 BC).  
 Persia has Miletus as an ally.  
 Thebes has Byzantium as an ally.  
 Thebes also starts with 1 general, 1 caravan and 2 WOOL in Thebes.  
 Athens Gets Rhodes as an ally.

### Neutrals:

Corinth	Corinth	20-2	1 PX 1 LG
Cyrenaica	Cyrene	10-1	1 LI
Crete	Cnossus	10-1	1 LA
Rhodes	Rhodes	10-1	1 LG
Miletus	Miletus	10-1	2 LG
Thrace	Byzantium	10-1	1 LC
Chalcidiae	Potidaea	10-1	1 PX (Thessalonica hex)
Syracuse	Syracuse	10-1	1 LI
Carthage	Carthage	20-2	1 LG 2 PX 2 MM 2 LC
Scythians	Cherson	10-1	3 SLAVES 5 LC
India	India	-	3 SPICE. May not be invaded

Raiders: When called for on the event table, roll 1 die.

- 1-2 Celts: 10 LI in Belgrade
- 3-4 Scythians: 10 LC in Steppes
- 5-6 Arabs: 5 LC in Arabia

Player 1:	Persia (Blue)		
	Treasury	0	Force Pool: 1 fort 1 CH 1 EL 5 LI
	Susa*		20-2 1 HC 2LC 2PX
	Babylon		20-2 2 GRAIN 5 LI
	Ecbatana		20-2 5 LA
	Ninevah		10-1
	Trebizond		10-1
	Ancyra		10-1 5 LC
	Sardis		10-1
	Tarsus		10-1 3 LG
	Citium		10-1 1 LG
	Damascus		10-1
	Tyre		20-2 2 LG
	Memphis		10-1 3 GRAIN 1 caravan 2 LG
Player 2:	Sparta (Red)		
	Treasury	100	Force Pool: 1 fort
	Sparta*		20-2 3WOOL 1 caravan 1 LC 3 PX 4 MM 1 LG
Player 3:	Athens (Grey)		
	Treasury	300	Force Pool: 1 fort
	Athens*		20-2 3 WINE 1 caravan 1 LC 2 PX 4 MM 4 LG
Player 4:	Thebes (Green)		
	Treasury	0	Force Pool: 1 fort
	Thebes*		20-2 1 LC 2 PX 4 MM

## 6 ALEXANDER

Time: 336 BC

Period: See Special Rules.

Players: 2

Special rules:

- The western map is not used.
- Instead of rolling a die in the diplomacy phase, Alexander may automatically take Ionia, Rhodes, Cyprus or Egypt as an ally.
- Scenario ends when either both macedonian generals die or after played 5 periods, whichever comes first.

Neutrals:

Ionia	Ephesus	10-1	2 LC		
Rhodes	Rhodes	10-1	2 LG		
Cyprus	Citium	10-1	2 LG		
Egypt	Memphis	10-1	2 LG		
Cyrenaica	Cyrene	10-1	2 LC		
Sparta	Sparta	20-2	1 LC	2 PX	2 MM
India	India	--	2 LC	1CH	4EL 4L1 5LA 1 general

Raiders: When called for on the event table, roll 1 die.

- 1-2 Celts: 10 LI in Belgrade
- 3-4 Scythians: 10 LC in Steppes
- 5-6 Arabs: 5 LC in Arabia

Player 1: Macedonia (Red)  
 Treasury 15 Force Pool: 1 fort 1 PX 1 MM  
 Athens 20-2 1 LC 1 PX 1 MM  
 Corinth 10-1  
 Pella\* 20-2(Thessalonica hex)  
 Byzantium 10-1  
 Pergemum hex - 1HC 2LC 4PX 3MM 1LA 2LG 2general

Player 2: Persia (Blue)  
 Treasury 30 ForcePool: 1 fort 1 EL 1 CH 6 LC 20 LI 6 LA  
 Bokhara 10-1(in Bactria)  
 Rhegae 10-1(Ray)  
 Herat 10-1  
 Persepolis\* 20-2 3 HC  
 Susa 20-2  
 Babylon 20-2  
 Ecbatana 20-2  
 Ninevah 10-1  
 Isfahan 10-1  
 Damascus 10-1  
 Tyre 30-3 2 LG  
 Gaza 10-1  
 Pelusium fort  
 Tarsus 10-1  
 Halicanarsus 10-1 (Miletus hex)  
 Sardis 10-1 4HC 2LC 2PX 2MM  
 Ancyra 10-1  
 a) Begin with Ionia,Rhodes, Cyprus and Egypt as allies.

## 7 DIADOCHI

Time: 320 BC

Periods: 8

Players: 2-4

Special rules: The western map is not used.

### Neutrals:

Cyprus	Citium	10-1	1 LA
Crete	Cnossus	10-1	1 LA
Sparta	Sparta	10-1	1 PX
Corinth	Corinth	10-1	1 PX
Athens	Athens	10-1	1 PX
Thrace	Byzantium	10-1	1 LC
Bithynia	Nicomedia	20-2	2 WOOL 1 PX
Pontus	Amasia	10-1	1 LC (Hattusas hex)
Armenia	Artaxata	10-1	1 LI
Rhodes	Rhodes	20-2	2 WINE 2 LG
Scythia	Balkans	-	3 SLAVES. May not be invaded
India	India	-	3 SPICE. May not be invaded

Raiders: When called for on the event table, roll 1 die.

- 1-2 Celts: 10 LI in Belgrade
- 3-4 Scythians: 10 LC in Steppes
- 5-6 Arabs: 5 LC in Arabia

Player 1: Seleucus (Blue)

Treasury	20	Force Pool: 1 fort 2 LG
Babylon*		20-2 3 EL 1 CH 1 HC 4 LC 6 PX 4 MM 2 LA
Ecbatana		10-1 3 WOOL 1 caravan
Persepolis		20-2
Herat		10-1
Bokhara		10-1 (in Bactria)
Susa		10-1
Rhegae		10-1 (Ray hex)

Player 2: Ptolemy (Brown)

Treasury	150	Force Pool:
Pelusiurn		fort
Alexandria*		20-2 3 EL 3 LC 6 PX 4 MM 4 LG 2 LA
Cyrene		10-1
Memphis		10-1 2 GRAIN
Nubia		- 2 SLAVES 1 caravan

Player 3: Antigonos (Green)

Treasury	100	Force Pool: 1 fort
Pergemum*		20-2 1 HC 2 LC 6 PX 4 MM 2 LA 4 LG 1 general
Miletus		10-1
Ancyra		10-1
Edessa		10-1
Tarsus		10-1
Damascus		10-1 3 GRAIN 1 caravan
Tyre		20-2
Jerusalem		10-1
Gaza		10-1

Player 4: Cassander (Grey)

Treasury	125	Force Pool: 1 fort 2 LG
Pella*		20-2 2 LC 3 PX 2 MM (Thessalonica hex)
Pydna		10-1 3 WINE 1 caravan

## 8 PUNIC WARS

Time: 219 BC

Periods: 6

Players: 2-4

Special rules:

- a) Begin in Fall.  
 b) In the two player game, the eastern map is not used. Trade is not used. Both player have an additional income of 50 each year.

Neutrals:

Macedonia	Pydna	20-2	1 LC 3 PX 3 MM
Syracuse	Syracuse	10-1	1 PX
Cyprus	Salamis	10-1	1 LA (Citium hex)
Thebes	Thebes	10-1	1 PX (Greece)
Corinth	Corinth	10-1	1 PX
Sparta	Sparta	10-1	1 PX
Rhodes	Rhodes	20-2	1 LG
Ionia	Ephesus	10-1	1 LG
Pergemum	Pergemurn	10-1	2 WOOL 1 PX
Bythnia	Nicomedia	10-1	1 PX
Pontus	Amasia	10-1	1 LC (Hattusas hex)
Scythia	Cherson	10-1	1 LC
Armenia	Artaxata	10-1	1 LI
Media	Ecbatana	10-1	1 LI
Parthia	Herat	10-1	1 HC 4 LC
Gaul	Lugdunurn	-	3 FURS. May not be invaded (Lyon)
India	India	-	3 SPICE. May not be invaded

Raiders: When called for on the event table, roll 1 die.

- 1-3 Gauls: 5 LI at Lugdunum  
 3-4 Arabs: 5 LC in Arabia  
 5-6 Bactrians: 5 LC in Bactria

Player 1: Carthage (Green)

Treasury	160	Force Pool: 1 fort 1 HG
Leptis Magna	10-1	
Carthage*	20-2	1 caravan 4 LI
Zama	10-1	
NewCarthage	20-2	3 SLAVES 2EL 3HC 4LC 4H1 5L1 2HG 1 general
Gades	10-1	(Cadiz)
Tingis	10-1	(Tangiers)

Player 2: Rome (Grey)

Treasury	300	ForcePool: 2 LC 8 HI 2 MM 1 HG
Tarraco	10-1	(Barcelona hex)
Massilia	10-1	
Caralis	10-1	
Genoa	10-1	2LC 8HI 2MM 1 HG
Rome*	20-2	3 WINE 1 caravan
Capua	10-1	(Naples hex)
Lilybaeum	fort	2 HG

Player 3: Selucid (Blue)

Treasury	175	ForcePool: 1 fort 2 LG
Antioch*	20-2	4 EL 4 LC 7 PX 4 MM (Aleppo hex)
Damascus	10-1	2 GRAIN 1 caravan
Babylon	20-2	

Susa	10-1	2 WOOL
Persepolis	10-1	
Rhegae	10-1	(Ray)
Tyre	20-2	2 LG
Tarsus	10-1	

Player	4: Egypt (Brown)		
	Treasury 65	Force	Pool: 1 fort 2 LC
	Jerusalem	10-1	1 PX
	Gaza	10-1	
	Alexandria*	30-2	3 EL 3 LC 6 PX 2 MM 2 LG
	Cyrene	10-1	
	Memphis	10-1	2 GRAIN
	Nubia	---	2 SLAVES 1 caravan

## 9 ROMAN REPUBLIC

Time: variable

Periods: 6

Players: 2-5

2 Player game is Caesar vs Pompey (49 BC). Play 3 Periods.

a) Roman #1 player has Belgae and Gaul. Add a 10-1 city at Trier. He also starts with 100 talents.

b) Roman #2 player has the following extra cities, along with the listed forces from his force pool:

Massilia - 1 HG

Tarraco - 3 HI 1 LC

Gades - 2 HI

Carthage

Amissa

3 Player game is Anthony & Cleopatra (31 BC). Play 3 Periods.

a) Roman #1 has 1 admiral at Rome instead of a general. He also has 300 talents.

4-5 Player game is the Mithridatic war (c89 BC)

Spartacus: Capua (Naples) is in rebellion with 18 LI

Pirates: 1 LG each in Syracuse, Cnossus, Rhodes, Citium and Tarsus

Gaul: This is neutral country and may not be invaded

Egypt starts with the "learning" chit.

Special rules: None

Neutrals:

Germany Germany - 3 FURS.

India India - 3 SPICE. May not be invaded

Raiders: When called for on the event table: 15 LI in Germany

Player 1: Roman #1 (Red)

Treasury 0 ForcePool: 1 fort 8 LG 4 HI 2 MM

Gades	10-1(Cadiz)
Tarraco	10-1(Barcelona)
Massilia	10-1
Genoa	10-1 2 LC 8 HI 4 MM 1 general
Rome*	20-2 3 WINE 1 caravan
Capua	10-1 (Naples hex)
Brundisium	10-1
Syracuse	10-1
Carthage	20-2
Lugdunum	10-1 (Lyon)
Gaul	- 2 SLAVES (Paris hex)

Player 2: Roman #2 (Green)

Treasury	150	ForcePool: 1 fort 2 LC 10 HI 3 MM 3 HG
Jerusalem		10-1
Tyre		20-2
Damascus		10-1 2 WINE
Antioch*		20-2 2 LC 8 HI 2 MM 1 general (Aleppo hex)
Tarsus		10-1
Citium		10-1
Rhodes		10-1
Cnossus		10-1
Ephesus		20-2
Pergemum		20-2
Nicomedia		10-1 2 WOOL 1 caravan
Byzantium		10-1
Athens		10-1

Player 3: Egypt (Brown)

Treasury	100	ForcePool: 1 fort
Cyrene		10-1
Alexandria*		30-2 2 LC 3 PX 2 LA 1 HG
Memphis		10-1 2 GRAIN
Nubia	--	2 SLAVES 1 caravan

Player 4: Pontus (Blue)

Treasury	70	ForcePool: 1 fort
Amissa*		20-2 1 caravan (Hattusas hex)
Cherson		10-1 3 GRAIN
Trapezus		10-1 1 CH 3 LC 10 PX 4 MM (Trebizond)
Atraxata		10-1

Player 5: Parthia (Grey)

Treasury	100	Force Pool: 1 fort
Edessa		10-1
Ctesiphon*		20-2 2 HC 8 LC 10 LA (Babylon hex)
Ecbatana		10-1
Rhegae		10-1 (Ray)
Herat		10-1
Persepolis		10-1
Susa		10-1 3 WOOL 1 caravan

a) May not form fleets or move armies by sea.

Time: variable

Periods: 7

Players: 2-4

2 Player is Vespasian (69 AD)

1st player is Vitellius (red) who controls Brundisium, Leptis Magna, and all to the west, except Vindobona (Vienna).

2nd player is Vespasian (brown) who controls the remainder of the empire. His capital is Alexandria.

There is no city at Sarmizgethusa. Place the army of the Danube in a fort at Belgrade.

To win, a player must eliminate all other players.

3 Player is Septimius Severus (193 AD)

1st player is Niger (blue) who controls Rhodes, Ephesus, Nicomedia, Alexandria and all the empire to the east. His capital is Antioch.

2nd player is Albinus (brown) who controls A. Trevorum, Lugdunum, Londinium, Tarraco, New Carthage, and Gades. His capital is A. Trevorum.

3rd player is Severus (red) who controls the remainder of the empire plus Dacia. His Capital is Vindobona.

Remove the 2 legions at Rome.

To win, a player must eliminate all other players.

4 Player is the 2nd century restoration (270 AD)

1st player is Zenobia (blue). She controls the empire from Edessa and Antioch and Alexandria to the east. Her capital is Palmyra.

2nd player is Tetricus (brown). He controls the same area outlined for Albinus in the 3 player version.

3rd player is Aurelian (red). He controls the remainder of the empire. Add 2 HC to his set up at Aquileia.

4th player is Parthia. Set up as outline below.

Aurelian must control all the original empire to win. The other players need not do this. Zenobia and Tetricus are romans.

Special rules:

a) Trade is not used

b) In the 3 and 4 players scenarios ALL units from an eliminated Roman Player are placed in the force pool of the Roman Player who conquered the greater total tax value of cities controlled by the eliminated Player at the start of scenario.

Roll a die in case of ties.

c) When a 'rebellion' diplomacy roll is made, determine the city from

1=Jerusalem 2=Alexandria 3=Carthage 4=New Carthage 5=Rome

6=Ephesus

Neutrals:

Armenia	Artaxata	10-1	10 LI
India	India	-	May not be invaded

Raiders: When called for on the event table, roll 1 die.

1 Picts: 10 LI in Scotland

2 Germans: 15 LI in Germany

3 Goths: 15 LC in Balkans

4 Parthians(\*): 20 LC in Ctesiphon

5 Arabs: 5 LC in Arabia

6 Pirates: 1 HG 5 LI on any coastal hex of the eastern Mediterranean

(\* ) ignore this result if there is a player playing this position

Player 1:Rome (Red)

Treasury	0 Force Pool: 1 fort
Rome*	20-2 2 HI 4 HG
Brundisium	10-1
Aquileia	20-2 (Venice hex)
Lugdunum	10-1 (Lyon)
Aug.Trevorum	20-2 1 LC 4 HI 1 MM (Trier)
Vindobona	10-1 1 LC 3 HI 1 MM (Vienna)
Londinium	10-1 1 LC 3 HI 1 MM 2HG
Tarraco	10-1 (Barcelona hex)
New Carthage	20-2 1 HI
Gades	10-1 (Cadiz)
Leptis Magna	10-1
Carthage	20-2
Syracuse	10-1
Sarmizegethusa	10-1 2 LC 7 HI 2 MM
Byantium	10-1
Athens	10-1
Rhodes	10-1
Ephesus	20-2
Nicomedia	20-2
Ancyra	10-1
Trapezus	10-1 (Trebizond)
Cherson	10-1
Edessa	10-1 2LC 6H1 2MM
Antioch	20-2 (Aleppo hex)
Palmyra	10-1
Damascus	10-1
Jerusalem	10-1 1 HI
Alexandria	30-2 2 HI 4 HG
Citium	10-1
Cnossus	10-1
Caralis	10-1

Player 2:Parthia (Green)

Ctesiphon*	20-2( Bagdad hex)
Ecbatana	10-1 5 HC 10 LC 10 LA
Susa	10-1
Rhegae	10-1(Ray)
Herat	10-1
Persepolis	10-1

a) Parthians do not have to pay upkeep or pay to purchase troops.  
Eliminated units are automatically replaced at capital during income.

11 ATTILA THE HUN

Time: 450 AD

Periods: 5

Players: 2-5

In 2 player games, the Eastern Empire may not be invaded and is not available as an ally.

Special rules:

- a) The Ostrogoths, Germans and Arabs may not be eliminated from the game. They reappear during income, whether their starting area has been occupied or not.

Neutrals:

Franks	Paris	10-1	5 LI	
Vandals	Carthage	20-2	5 LC 5LI	6 LG
Ostrogoths	Balkans	-	5 HC	
Arabs	Arabia	-	5 LC	
Germans	Germany	-	10 LI	
Scandinavia	Lund hex	-	3 FURS.	May not be invaded
Bactria	Bactria	-	3 SILK.	May not be invaded
India	India	-	3 SPICE.	May not be invaded

Raiders: When called for on the event, ignore. No raiders

Player 1: Huns (Grey)

Steppes\* -- 3 HC 10 LC

- a) Huns need not trace supply.
- b) Huns do not use money. They do not need to pay upkeep. All eliminated units are automatically replaced in Steppes during income.
- c) Huns do not use and receive achievement chits.
- d) Huns earn 200 victory pts for each city they loot. They get these pts only once per city. They may not loot allied cities. Points gained thru looting are not transferable if the monarch dies.
- e) Begin with Germans and Ostrogoths as allies.
- f) Huns may not move by sea or form fleets.

Player 2: Western Empire (Green)

Treasury	0	ForcePool: 1 fort 2 HG
Syracuse		10-1
Naples		10-1
Rome		10-1
Ravenna*		20-2 2 HC 4 HI 5 MM
Lugdunum		10-1 3 WINE 2 caravan (Lyon)
Vindobona		10-1(Vienna)

Player 3: Persia (Blue)

Treasury	10	ForcePool: 1 fort 5 LI
Bagdad*		20-2 3 WOOL 1 caravan 10 LC 5 LA
Isfahan		10-1
Ray		10-1
Herat		10-1 1 caravan

Player 4: Eastern Empire (Red – see note b)

Treasury	0	ForcePool: 1 fort 4 HG
Durazzo		10-1
Athens		10-1

Adrianople	10-1	3 HC 3 LC 1 HI 3 HA
Constantinople*	30-3	2 WINE 1 caravan 2 HG (Byzantium)
Nicomedia	10-1	
Ancyra	10-1	
Trebizond	10-1	
Edessa	10-1	2 HC 2 LC 2 HI 2 HA
Antioch	20-2	(Aleppo hex)
Damascus	20-2	
Tyre	10-1	
Jerusalem	10-1	
Alexandria	30-2	
Memphis	10-1	3 GRAIN 1 caravan

- a) The eastern empire must have at least 1000 victory pts to win.  
b) The command value of Eastern Empire armies is "1".

Player 5:	Visigoths	(Brown)	
	Treasury	0	ForcePool: 1 fort 2 LG
	Toulouse*		10-1 3 HC 3 LC 5 LI
	Tarraco		10-1 (Barcelona hex)
	Toledo		10-1
	Cadiz		10-1 3 SLAVES 2 caravan

## 12 THE VIKINGS

Time: 802 AD  
Periods: 5  
Plavers: 2-4  
Special rules:

Neutrals:

Saxons	Germany	10-1	5 LI
Northumbria	York	10-1	5 LI
Wessex	London	10-1	5 LI
Ireland	Dublin	10-1	5 LI
Cordova	Cordova	10-1	5 LC
Morrocco	Tangiers	10-1	5 LC
Tunisia	Tunisia	10-1	5 LC (Carthage hex)
Benevento	Naples	10-1	2 KT
India	India	-	3 SPICE. May not be invaded
Bactria	Bactria	-	3 SILK. May not be invaded

Raiders: When called for on the event table, roll 1 die.

1	Bulgars	10 LC in Balkans
2	Magyars	10 LC in the Steppes
3	Saxons	10 LI in Germany
4	Norse	6 SH 5 HI in Bergen
5	Danes	6 SH 5 HI in Lund
6	Swedes(*)	6 SH 5 HI in Upsala

(\*) ignore this result if there is a player playing this position

Player 1: Abbassids (Blue)

Treasury	20	Force Pool: 1 fort 2 HG 5 LI 5 LA 5 LC
Nubia	-	3 SLAVES 1 caravan
Alexandria	20-2	3 GRAIN 1 caravan
Mecca	20-2	
Jerusalem	10-1	
Damascus	10-1	
Aleppo	10-1	
Bagdad*	20-2	5HC 5LC 5LA
Isfahan	10-1	
Herat	10-1	

- a) Begin with Cordova, Morrocco, and Tunisia as allies
- b) Khorastan (Herat) is in rebellion with 1 LI

Player 2: Byzantium (Green)

Treasury	0	Force Pool: 1 fort 3 HG
Syracuse	10-1	
Durrazo	10-1	
Athens	10-1	
Rhodes	10-1	
Nicea	20-2	(Nicomedia hex)
Constantinople*	30-3	3 WINE 1 caravan 5 KT 3 HI 5 HA (Byzantium)
Ancyra	10-1	
Trebizond	10-1	
Cherson	10-1	2 GRAIN 1 caravan

Player 3: Swedes (Grey)

Treasury	30	Force Pool: 1 fort
Upsala*	20-2	1 caravan 1 HC 3 HI 1 LA 1 SH
Novgorad	10-1	3 FURS 1 caravan

- a) Treat Danes and Norse as allies
- b) Swedes and their allies may not stack together.
- c) Swedes do not use and receive any achievement chits.
- d) Swedes earn 100 victory pts for each city they loot. They get these pts only once per city. They may not loot allied cities. Points gained thru looting are not transferable if the monarch dies.
- e) Swedish units may be purchased normally, but they are also automatically replaced in Upsala during income. Upkeep must be paid if they are to be maintained during the winter.
- f) Swedes, Danes and Norse need not trace supply.

Player 4: Franks (Brown)

Treasury	0	Force Pool: 1 fort
Barcelona	10-1	6 KT 3 HI 1 LA 1 general
Toulouse	10-1	3 WOOL 2 caravan
Lyon	10-1	
Genoa	10-1	
Rome	10-1	
Paris	10-1	
Aachen*	20-2	1 HI
Bremen	10-1	

Vienna 10-1

a) Franks begin with Learning and Religion chits.

b) If the general counter (Charlemagne) is lost, treat it as the death of the monarch.

### 13 THE CRUSADERS

Time: 1190 AD

Periods: 6

Players: 3-4

Special rules:

a) Whoever controls Jerusalem receives an additional 900 victory pts.

Neutrals:

Almohads	Tunis	10-1	5 LC (Carthage hex)
Almoradives	Cordova	20-2	5 LC 2 LA
Norway	Bergen	10-1	3 HI 1 SH
Sweden	Upsala	10-1	3 HI 1 SH 3 FURS
Denmark	Lund	10-1	3 HI 1 SH
France	Paris	20-2	5 KT 3 HI 2 HA
Aragon	Barcelona	10-1	2 KT 1 HI 2 HA
Castile	Toledo	10-1	2 KT 1 HI 2 HA
Hungary	Budapest	10-1	2 KT 1 HI 2 HA
Bulgars	Belgrad	10-1	5 LI
Turks	Ancyra	10-1	10 HC
Ireland	Dublin	10-1	5 LI
Isfahan	Isfahan	10-1	5 LC
Herat	Herat	10-1	5 LC
Cyprus	Cyprus		Fort (Citium hex)
Russia	Kiev hex	-	3 SLAVES. May not be invaded
India	India	-	3 SPICE. May not be invaded
Bactria	Bactria	-	3 SILK. May not be invaded

Raiders: When called for on the event table, ignore. No raiders.

Player 1: Saladin (Blue)

Treasury	0	ForcePool:	1 fort 1 HG 10 LC 5 LI 10 LA
Cairo*		20-2	3 GRAIN 2 caravan (Memphis hex)
Cyrene		10-1	
Jerusalem		10-1	5 HC 1 general
Damascus		10-1	
Acre		10-1	(Tyre hex)
Aleppo		20-2	
Edessa		10-1	
Bagdad		10-1	

Player 2: Byzantium (Red)

Treasury	0	Force Pool:	1 fort
Durazzo		10-1	
Athens		10-1	
Constantinople*		30-3	2 WOOL 1 caravan 2 HG (Byzantium)

Smyrna 20-2 5 KT 3 HI 5 HA (Ephesus hex)  
 Trebizond 10-1  
 Cherson 10-1 2 GRAIN 1 caravan  
 a) The command value of Byzantium armies is "1".

Player 3: Normans (Green)

Treasury 0 ForcePool: 1 fort 1 SH 3 LA  
 York 10-1  
 London\* 20-2 3 WOOL 2 caravan 3 KT 1 general  
 Naples 10-1  
 Syracuse 10-1

Player 4: Holy Roman Empire (Brown)

Treasury 0 ForcePool: 1 fort 1 SH 3 HI 3 HA  
 Vienna\* 20-2 5 KT  
 Bremen 10-1  
 Lyon 10-1 3 WINE 2 caravan  
 Genoa 10-1  
 Rome 10-1

## 14 MONGOLS

Time: 1240 AD

Periods: 6

Players: 2-5

Historical Notes:

a) Actually 'Islam' was not one country at this point. Treat it so for game purposes anyway.

Neutrals:

Turks	Ancyra	10-1 5 HC 5HA
Kiev	Kiev	10-1 3 FUR 5 HI
Moscovy	Moscow	10-1 5 HI
Ireland	Dublin	10-1 5 LI
Castile	Toledo	10-1 2 KT 1 HI 2 LA
Aragon	Barcelona	10-1 2 KT 1 HI 2 HA
France	Paris	20-2 4 KT 1 HI 2 HA
Silesia	Breslau	10-1 2 KT 1 HI 2 HA
Hungary	Budapest	10-1 2 KT 1 HI 2 HA
Venice	Venice	20-2 2 HG
Papal States	Rome	20-2 2 KT 1 HI 2 HA
Naples	Naples	10-1 1 KT
Sicily	Syracuse	10-1 2 HG
Tunisia	Tunis	10-1 5 LC (Carthage hex)
Novgorad	Novgorad	10-1 5 HI
Wallachia	Balkans	10-1 5 HI
India	India	- 3 SPICE 4 EL 4 CH 10 LI

Raiders:

Actually these are uprising, but when 'raiders' result is rolled,  
 1-2 Scotts: 2 PX in Scotland (ignore if England is neutral)  
 3-4 Moors: Eliminate any alliances with Aragon or Castile

- 5 Minor Chinese: No Mongol replacements for 4 turns (1 Year) (apply result only if rolled by the Mongols player)
- 6 Major Chinese: No more Mongol replacements (apply result only if rolled by the Mongols player)

Player 1: Mongols (Red)

Treasury 110 Force Pool:  
 Steppes - 3 SLAVES  
 Bactria\* - 3 SILK 1 caravan  
 Herat 10-1 looted  
 Isfahan 10-1 looted  
 Tiflis 10-1 looted 10 HC 10 LC 1 general

- a) Mongols do not need supply.
- b) Mongols do not use and receive any of the achievement chits.
- c) Any Mongol units eliminated are replaced in Steppes or Bactria for free during the purchase phase.
- d) Mongols earn 100 victory pts for each city they loot. They get these pts only once per city. They may not loot allied cities. Points gained thru looting are not transferable if the monarch dies.
- e) Mongols may not form fleets or move armies by sea.

Player 2: Islam (Blue)

Treasury 40 Force Pool: 1 fort 2 HG 5 LI 10 LA  
 Bagdad 20-2 2 WOOL 10 LC  
 Aleppo 20-2  
 Damascus 10-1  
 Tyre 10-1  
 Jerusalem 10-1  
 Cairo 20-2 3 GRAIN 1 caravan (Memphis hex)  
 Mecca\* 20-2

Player 3: Byzantium (Grey)

Treasury 0 Force Pool: 1 fort 4 HG  
 Durrazo 10-1  
 Athens 10-1  
 Smyrna 10-1 (Ephesus hex)  
 Constantinople\* 30-3 3 WINE 1 caravan 3 KT 3 HI 3 HA  
 Nicea 20-2 (Nicomedia hex)  
 Cherson 10-1  
 Trebizond 10-1

Player 4: Holy Roman Empire (Brown)

Treasury 0 Force Pool: 1 fort 1 SH 2 HI 2 HA  
 Vienna\* 20-2 4 KT  
 Bremen 10-1 2 GRAIN 1 caravan  
 Trier 10-1  
 Lyon 10-1 2 WINE  
 Genoa 10-1

Player 5: England (Green)

Treasury 0 Force Pool: 1 fort 1 SH 3 LA  
 York 10-1  
 London\* 20-2 3 WOOL 1 caravan 3 KT  
 Toulouse 10-1

- a) Before rolling for losses in combat, each English archer unit may make an extra roll

on the 10's table. This is in addition to normal casualties.

## 15 STANDARD

Time: Hypothetical

Periods: 6

Players 2-5

1. Place:
  - 3 SPICES in India
  - 3 SILK in Bactria
  - 3 FURS in GermanyThese areas may not be invaded.
2. Each player rolls for player number.
3. Each player in turn chooses a colour
  - Red - Good armies. Get 3 GRAIN at capital.
  - Grey - Good fleets. Get 3 WINE at capital.
  - Brown - Traders. Use 30-2 city as capital.
    - Get 2 GRAIN at capital and 2 WINE at one other city.
  - Blue - Horse archers.
    - a) When using the ANCIENTS combat system, all cavalry units have a 'B' fire rating when not disordered. If using the quick combat system, add 1 to combat strengths of cavalry units.
    - b) Get 3 WOOL at capital.
  - Green - Barbarians.
    - a) All units may be replaced for free as in scenario 12.
    - b) May not build any unit with strength greater than 3.
    - c) Do not use achievement chits.
    - d) Get 50 victory pts for each city looted as in scenario 12.
    - e) Get 3 SLAVES at capital.
4. Each player places 1 fort, 2 caravan markers, and all achievement markers in his force pool.
5. Each player, in turn, picks 5 combat units from the counter mix for his force pool. This is repeated 4 times, until each player has 20 units.
6. Each player, in turn, places his capital (20-2) and 3 cities (10-1) on any hexes of the board that are marked as city sites.
7. Each player, in turn, places a neutral city (10-1) and any 5 combat units from the counter mix on a city site. This is repeated 4 times.

Play now begins on the spring turn with the first player.

### Raiders:

1. Scotts - 2 PX in Scotland
2. Germans - 3 HI in Germany
3. Slavs - 5 LI in Balkans
4. Huns - 5 LC in Steppes
5. Mongols - 5 HC in Bactria
6. Arabs - 5 LC in Arabia

## 16 JUSTINIAN

Time: 533 AD

Periods: 5

Players: 2-4

### Neutrals:

Vandals	Carthage	20-2	5 LC 5LI 6LG	
Franks	Trier	10-1	15 LI	
Scandinavia	Lund hex	-	3 FURS.	May not be invaded
Bactria	Bactria	-	3 SILK.	May not be invaded
India	India	-	3 SPICE.	May not be invaded

Raiders: When called for on the event table, roll 1 die.

1-2 Arabs: 5 LC in Arabia

3-4 Saxons: 10 LI in Germania

5-6 Lombards: 10 LC in Balkans

Player 1: Eastern Empire (Red)

Treasury 100

ForcePool: 1 Fort 4 HG

Durazzo

10-1

Athens

10-1

Adrianople

10-1 3 HC 3 LC 1 HI 3 HA 1 General

Constantinople\*

30-3 (Byzantium) 2 HG 2 WINE 1 Caravan

Nicomedia

10-1

Ancyra

10-1

Trebizond

10-1

Edessa

10-1 2 HC 2 LC 2 HI 2 HA

Antioch

20-2 (Aleppo hex)

Damascus

20-2

Tyre

10-1

Jerusalem

10-1

Alexandria

30-2

Memphis

10-1 3 GRAIN 1 Caravan

a) The Eastern Empire must have at least 280 victory pts for tribute value of all controlled cities to win.

Player 2: Ostrogoths (Green)

Treasury 0

Syracuse

10-1

Naples

10-1

Rome

20-2 3 WINE 2 Caravan

Ravenna\*

20-2 3 HC 3 LC 5 LI

Vindobona

10-1 (Vienna)

Genoa

10-1

Massilia

10-1

Player 3: Persia (Blue)

Treasury 10

Force Pool: 1 Fort 2 LG

Bagdad*	20-2	2 HC 5 LC 10 LA 3 WOOL 1 Caravan
Isfahan	10-1	
Ray	10-1	
Herat	10-1	1 Caravan

Player 4: Visigoths (Brown)

Treasury 0	ForcePool: 1 Fort 2 LG
Toulouse*	10-1 3 HC 3 LC 5 LI
Tarraco	10-1 (Barcelona hex)
Toledo	10-1
Cadiz	10-1 3 SLAVES 2 Caravan

## 17 THE CRISIS OF THE THIRD CENTURY

Time: 250 AD

Periods: 25

Players: 1

Special rules:

- 1) Trade is not used.
- 2) The H "Zone of Control" rule is not used.
- 3) Alliances are not possible.
- 4) Ships and Galleys are not used.
- 5) The BB rule "Sea Transport" is used. Units may move as "fleet" to cross straits and moving to islands only and must return to "army" status after crossing/moving. If they lack the necessary movement points to undertake such move then they will not cross/move.
- 6) Ignore the original Diplomacy and Events Tables.  
Roll on the following Diplomacy Tables instead. Roll 1 die on each table at the beginning of each turn before income and repayment.
- 7) Army troops not paid are eliminated.
- 8) It is not possible to move the Capital.
- 9) The Raiders move first each turn; if there are several active Raiders choose at random who will move first; Roman Rebels move second, Independent States third, Persians fourth, Romans last.
- 10) To win, the Player must control Rome and at least 400 tribute value of cities at the end of the game.

### DIPLOMACY

	<u>ADMINISTRATION</u>	<u>COURT</u>	<u>FOREIGN</u>
1	ADVANCE PERIOD	ADVANCE PERIOD	ADVANCE PERIOD
2	GAIN 20 TALENTS	ASSASSINATION	PEACE TREATY
3	NO EFFECT	NO EFFECT	NO EFFECT
4	LOSE 20 TALENTS	CITY REBELLION	1 RAIDERS

5	LOSE 30 TALENTS	ARMY REBELLION	1 RAIDERS
6	LOSE 40 TALENTS	ARMY REBELLION	2 RAIDERS

**RESULTS:**

**ADVANCE PERIOD:** Advance the marker one period toward "End".

**GAIN/LOSE TALENTS:** Add/Remove talents to/from your Treasury (Corruption struggle).

**ASSASSINATION:** If there are not Rebel Armies on map treat as “no effect”.  
Otherwise on a roll of 6 your agents killed the leader of Rebels, ending the rebellion.

**CITY REBELLION:** One of your cities rebels. See section 'R'. Determine the city by rolling 2 dice on the following table. Treat one die as tens digit, and the other as the ones digit, to produce a number between 11 and 66. Find the appropriate number on the table. Treat as “no effect” if a looted or uncontrolled city is selected.

11	Rome	41	Sirmium
12	Brindisium	42	Thessalonika
13	Aquileia	43	Durazzo
14	Lugdunum	44	Byzantium
15	Aug.Treverorum	45	Athens
16	Vindobona	46	Rhodes
21	Londinium	51	Ephesus
22	York	52	Nicomedia
23	Tarraco	53	Ancyra
24	Cordoba	54	Trapezus
25	New Carthage	55	Edessa
26	Gades	56	Antioch
31	Leptis Magna	61	Palmyra
32	Carthage	62	Damascus
33	Syracuse	63	Jerusalem
34	Genoa	64	Alexandria
35	Massilia	65	Memphis
36	Sarmizegethusa	66	Toulouse

**ARMY REBELLION :** If Rebel Armies are already on the map (Rebels in Rome are not counted), ignore this result. If Rebels are in Rome or there are no Rebel armies marching on Rome, the player must immediately check the hex containing the largest Roman army (rolling a die in case of tie) on the following table:

Die Roll	1	2	3	4	5	6+
-----						

Result        -        -        -        -        R        R

Modifiers:

+1 if the stack contains more than 20 strength points

+2 if the stack contains more than 50 strength points

- = No effect

R = Rebellion. Roll again:

1-5: Rebel Armies march on Rome;

6: They Form an Independent State (see INDEPENDENT STATES).

Rebel armies have the same command bonus as Roman armies.

They march on Rome, moving city by city by the most direct rout (i.e. each new city entered must be closer to Rome than previous).

When they move on a Roman-controlled, unlooted city, they must stop.

If the city (including Rome) is free of enemy units, roll a die:

1-4: the city opens the gates and it is controlled by Rebel forces. The Rebels may move to the next city if they have movement points remaining;

5-6: the city does not open the gate and must be besieged. It will be looted when taken (exception: Rome is not looted).

The city (if any) from which the Rebel forces begin their march, is Rebel-controlled.

If a city is occupied by enemy units the Rebels will attack and besiege it.

They attack anyone in their way and can mix moves by land and by sea (see special rule 5).

When they reach the Capital they remain there.

They conduct siege, loot, and combat as per rule P.5.

They are considered in supply. If besieged they are out of supply.

Different groups of Rebels ending movement in Rome will join together.

Rebel armies attacked in a city by a force greater than 2 or more times its strength points will retreat inside the city.

If Rebel armies lose a battle against Roman forces, the surviving units return under Roman control (after pursuit).

All Rebel units eliminated are placed in the Roman Force Pool.

If Roman forces lose a battle against Rebels, the surviving units will join the Rebels.

If Rome is conquered by Rebel forces the player must reconquer it within 3 turns (including the turn the city fell).

If unable, the Player is considered assassinated and has lost the game.

The Player receives no income for cities controlled by Rebel forces.

Cities return to Roman control when Rebel forces are eliminated.

**PEACE TREATY:** You may freeze any one stack of Persians or Raiders for one turn.

It will not move or attack, but it will defend if attacked.

**1 RAIDERS:** 1) Roll 1 die to determine type:

- 1 : Scots
- 2-3: Germans
- 4-5: Goths
- 6 : Arabs & Berbers

2) Roll 1 die to determine strength:

	SCOTS	GERMANS	GOTHS	ARABS & BERBERS
1	5 LI	5 LI	5 LC	5 LC
2	6 LI	5 LI 2 LC	10 LC	6 LC
3	8 LI	10 LI	12 LC	8 LC
4	10 LI	15 LI	15 LC	10 LC
5	12 LI	15 LI 2 LC	20 LC	12 LC
6	15 LI	20 LI 5 LC	20 LC 3 HC	15 LC

3) Roll 1 die to determine where they will attack (Scots attack Eburacum):

	GERMANS	GOTHS	ARABS & BERBERS
1	Eburacum	Vindobona	Carthage**
2	Londinium	Sirmium	Leptis Magna**
3	Augusta Treverorum	Sarmizegethusa	Palmyra*
4	Augusta Treverorum	Byzantium	Jerusalem*
5	Vindobona	Nicomedia	Memphis*
6	Vindobona	Trapezus	Reroll

\* Arabs will appear

\*\* Berbers will appear

- a) Different type of Raiders are hostile to each other (Arabs are hostile to Berbers).
- b) Same type of Raiders will join in a single stack if they end the movement phase in the same hex.
- c) Raiders immediately attack the city where they are placed. They will move as described in rule S (exception: Raiders move first). In case of an XX result in the Planning Phase, they retreat to an adjacent hex.

2 RAIDERS: Repeat twice the "1 RAIDERS" procedure. Results are cumulative.

If, for example, you roll 4, 4, 2 first and 5, 6, 2 last, 35 LC and 3 HC of Goths will attack Sirmium.

INDEPENDENT STATES: Units forming an Independent State do not march on Rome.

Their Capital is the nearest (in movements points) Roman city automatically controlled by the Independent State.

Independent State forces have the same command bonus as Roman armies. They have a Force Pool for eliminated units and move as per rule P.5 b,c,d,e,f.

If defeated in combat they will try to retreat to the Capital and will not move again until the next Spring turn.

Independent States are eliminated when their Capital is conquered by any enemy force. In this case the surviving units become Roman again and eliminated units are added to the Roman Force Pool.

Cities return under Roman control again when Independent State forces are eliminated.

**OPTIONAL:** To speed play players may use the following Combat Result Table instead of rolling for Casualties. Step 1, 2 must still be used. Total the Strength Points of attacking units involved, compare this total to the total Strength of defending units which are the object of that specific attack. State the comparison as a ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favour of the defender to conform to the simplified odds found on the Combat Results Table. The attacker then rolls the die. The die roll is modified for higher command value (add 1 when attacking, subtract 1 when defending), and the modified die roll result is cross-referenced to find the Combat Result (given in term of percentage loss for each of the opposing forces), which is immediately applied. Attacks at 1-2 or less is treated as 1-2 and greater than 3-1 as 3-1.

COMBAT RESULTS TABLE

	1-2	1-1	3-2	2-1
0	75/10	75/10	75/10	50/10
1	75/10	50/10	50/10	50/25
2	50/10	50/10	50/25	25/50
3	50/10	50/25	25/50	10/50
4	50/25	25/50	10/50	10/50
5	25/50	10/50	10/50	10/75
6	10/50	10/50	10/50	10/75
7	10/75	10/75	10/75	10/75

Results: 10/25/50/75: Percentage of loss rounded up. Losses are taken from actual strength. The side that took the most strength points loss is the loser and must retreat.

SET UP:

Player 1: Rome (Red)  
 Treasury 0  
 Rome\*

Force Pool: 1 Fort  
 20-2 1 HI

Brindisium	10-1
Aquileia	20-2 (Venice)
Lugdunum	10-1 (Lyon)
Aug.Treverorum	20-2 1 LC 4 HI 1 MM (Trier)
Toulouse	10-1
Vindobona	10-1 1 LC 3 HI 1 MM (Vienna)
Londinium	10-1 1 LC 2 HI 1 MM
Eburacum	10-1 1 HI (York)
Tarraco	10-1 (Barcelona)
Cordoba	10-1
New Carthage	20-2
Gades	10-1 (Gadiz)
Leptis Magna	10-1
Carthage	20-2
Syracuse	10-1
Genoa	10-1
Massilia	10-1
Sarmizegethusa	10-1 2 HI
Sirmium	10-1 2 LC 5 HI 2 MM (Belgrade)
Thessalonika	10-1
Durazzo	10-1
Byzantium	10-1
Athens	10-1
Rhodes	10-1
Ephesus	20-2
Nicomedia	20-2
Ancyra	10-1
Trapezus	10-1 (Trebizond)
Edessa	10-1
Antioch	20-2 (Aleppo) 2 LC 6 HI 2 MM
Palmyra	10-1
Damascus	10-1
Jerusalem	10-1 1 HI
Alexandria	30-2 2 HI
Memphis	10-1

#### Persia (Green)

Ctesiphon 10-1 5 HC 10 LC 10 LA (Bagdad hex) may not be invaded

- Persia starts the game active. It moves as per rule P.5 b,c,d,e,f.
- If defeated in combat they will try to retreat to their Capital and will not move again until the next Spring turn. Persian losses are taken from LA first and HC last.
- Persian replacements may not move out of hex of placement if they cannot reach the farthest advanced Persian unit in one movement phase.