

SUCCESSORS HYBRID RULES

HOW TO WIN

BY HAVING THE MOST VP'S

- VPs are gained for each province
- 4 VPs to player with largest fleet
- 3 VPs to the King of Asia (controlling Babylonia, Syria and Lydia)
- 5 VPs if you control all the Hellsport provinces (labelled with an 'H')

You control a province if you (a) Control a majority of spaces and (b) Control the major city. Enemy CUs do not affect control.

BY GAINING 18 LEGITMACY POINTS

- 2 LPs for Macedonia
- 1 LP for Perdiccas or Leonnatus
- 1 LP for member of the Royal Family
- 2 or 10 for burying Alexander

Olympias, Cleopatra and Thessalonice are inactive until captured, usually by a Marriage card.

1 TURN ORDER PHASE

Player with least VPs decides who goes first. Others follow clockwise.

VPs = Controlled provinces.

2 SHUFFLE AND DEAL TYCHE CARDS

Five cards per player.

3 STRATEGY PHASE

Five Rounds in each Phase. Each Player, in order completes whole Round.

A PLACE GARRISONS

Place (or flip) a garrison in every space occupied by a friendly combat unit.

B MOVEMENT SEGMENT

Move each General. Pick up and drop off is allowed. Stop when entering enemy-occupied.

If multiple generals, the commander must be the one with most stars.

B.1 Decide Movement Allowances

Roll one dice.

- Initiative > Dice, General has 2 MPs
- Initiative = Dice, General has 3 MPs
- Initiative < Dice, General has 4 MPs

B.2 Entering a Green Hex (Stronghold)

Army attrits on the 2 column.

Exception: Do not do this for Sparta & Aetolia.

B.4 Interception

You can attempt to intercept an army moving adjacent.

Roll: Intercept on dice > Your Initiative Rating.

Intercepted army either fights or attempts to avoid battle.

Exception: You cannot intercept into enemy garrison or green space or across straits or passes.

B.5 Avoid Battle

You can attempt to avoid battle.

Roll: Succeed if dice > Your Initiative Rating. Move up to 2 spaces away.

The moving army can keep moving, if it has the MPs.

If you fail to avoid battle, you lose any local troops in the ensuing combat.

Exception: You cannot avoid into enemy garrison or green space or across straits or passes.

B.6 Legitimacy

Macedonian Royal Army troops will not fight a General with higher Legitimacy.
General's Legitimacy = Faction Legitimacy + Personal Prestige.

Exception: Ignore this if you are attacking the player with the most VPs.

B.7 Battles

Determine battle strength. Each elephant is d-2.

Local troops: +2 if you control province
+1 if you control space.

Roll 2 dice. If either roll is < General's Battle Rating, increase to this Battle Rating.

- *Winner:* Lose 1 CU. Roll a dice for leader loss: General dies on a 6.
- *Loser:* Eliminate mercenaries and elephants. Macedonians (& Silver Shields) attrit. The General and the survivors are dispersed and can come back next turn.

Roll a dice for leader loss: General dies on a 6. If whole army eliminated, General dies on 4-6. If you fought a general with higher legitimacy, the Macedonian Royal Army troops who sat out the battle will defect to the victor.

B.8 Naval Movement

As per land movement. Normal routes are 1 MP. Trans-Med routes are 2 MP. Plot out move.

Restrictions: Only one Army can move by sea each Round.

Roll: 1– Storms. Lose 1 CU and return to port.
2,3 Return to port.
4-6– Land safely.

Modifiers: ±x Each player can modify using their total number of fleets.

Your move can be intercepted by a player who has a fleet and a port within two spaces of your naval path. Resolve as normal combat. Loser's fleets are dispersed.

You control a fleet by controlling its named province.

C SIEGE SEGMENT (OCCUPIED MAJOR CITIES AND GREEN HEXES)

To capture an enemy occupied major city (square) or stronghold (green hex), it must be sieged first. A major city can contain up to 2 CUs. Any others are deemed outside.

Restriction: Besieger must have at least 3 CU.

Roll: 1– Besieger loses 1 CU.
2, 3– No effect. Besieger remains in place.
4-6– Success. Remove marker. Treat defender as per defeated army.

Modifiers: ±x Siege modifier.
-1 When besieging a port without fleets.

D FORAGE SEGMENT

Remove 1 CU from each over-foraged space.

(Transit Points = 3
CUs, circles = 8,
squares = 12).

E TYCHE SEGMENT

You must play a card. Surprise cards can be played in another player's turn. You can:

- Ignore the card and take a mercenary reinforcement.
- Place garrisons up to the card's Garrison Number. Place adjacent to a friendly garrison (ignore black dot transit point).
- Move a General as many spaces as the Garrison Number.
- Play the Event. A Bonus Card lets you play the event and use the Garrison Number.

Note: Marriage cards. These give a dowry of 2d garrisons, which can replace enemy ones, if wished.

4 REINFORCEMENTS

- Each player: 2 mercenaries.
 - Player with most VPs: 2 mercenaries.
 - Player with Alexander: 1 Macedonian.
 - Player controlling Macedonia: 1 Macedonian.
 - Player with most Legitimacy: 1 Macedonian.
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5 GARRISON REMOVAL

Remove isolated garrisons. Garrisons must trace to a friendly CU or major city. Path can contain empties. Can trace through friendly garrisons, even if occupied by enemy CUs. Path can use sea routes.