

# ANCIENT EMPIRES

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This game is a *SHAREWARE* game. If you play it and enjoy it, then please send some amount of money to me. Whatever you think is fair. Make out a non-negotiable cheque or money order to Steven Mathers, and send it to the address above.

If enough people do this, then I'll publish some more games on the internet. Other people have done so and will probably continue to do it if they get some support from people like you. This means a wider choice of cheap games that you get to try before you buy.

With lots of thanks to the play-testers and advice givers: Jeffery Cheah, David Ingles, Paul Holt, Ruth Gani, Andrew Dunne, Andrew Pass, Phillip Grawe, and the Pug bros.

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## 1. INTRODUCTION

Ancient Empires is a strategy game for four to seven players. The game models the growth and interaction of ancient Civilisations. Each player manages the military, political and economic aspects of their state, competing to create the greatest empire in the world. Disasters such as rebellion, invasion or civil war may occur at any time -- players must seek an optimal balance between growth and stability to succeed. Although military affairs play an important part in Ancient Empires, the game is designed so that this aspect does not dominate game-play. Movement and combat are abstracted to a strategic level, and players will find that timing is just as important as brute strength to avoid counterproductive warfare. Players must pay equal attention to trade, diplomacy and internal affairs in order to remain strong enough to discourage aggression. Victory Points are awarded for the size of an empire, and the level of development it achieves relative to its peers. Destroyed players retain their Victory Points and may re-enter the game to carve out a new empire, so players need not fear being ruthless with their enemies to preserve friendships. There is no set number of turns in a game.

### 1.1 GAME COMPONENTS

- one map
- one deck of Event Cards
- one deck of Advancement Cards
- one deck of Barbarian / Independent Cards
- player aid / reference sheets
- game counters
- one rule book

You will need to supply some six-sided dice, and 7 playing cards, Ace to Seven (for randomly determining player Order during Operations)

### 1.2 THE MAP

#### 1.2.1 PROVINCES

Colored borders divide the map into Areas called Provinces. Each Province contains an oval-shaped Identification Marker. The names of the Provinces are listed in Appendix A. Provinces are further categorised into Cultural Groups. Provinces belonging to the same Cultural Group are in close proximity, have the same colored borders, and share the same letters in their Identification Markers.

*Example: The Italian peninsula is divided into three Provinces: I1, I2, and I3. These Provinces make up the Italian Cultural Group. If a player places a Capital in one of these Provinces, then each is defined as one of that player's Home Provinces.*

#### 1.2.2 CULTURAL INDICATORS

Every Province in a Cultural Group has the same Culture. The type of Culture is shown on the map by circles containing one or two of the symbols shown in Figure 1. These are called Cultural Indicators.



Figure 1: Cultural indicator symbols

#### 1.2.3 BARBARIAN AREAS

Provinces with red borders are called Barbarian Areas. There are five Barbarian Area Groups:

- *African:* Sahara and Atlas Mountains.
- *Arabian:* Arabian Peninsula.
- *Asian:* Iranian Plateau and North Eastern Steppe.
- *Northern:* Germanic and Trans-Danubian regions.
- *North Western:* Spain, Gaul, and the British Isles.

Note that the North Western Barbarian Area is made up of Provinces instead of the usual red-bordered Areas.

#### 1.2.4 RESOURCES

Provinces may contain Resources. Resources available are Food, Materials and Trade Goods. Materials are used to develop or civilise Provinces, and to construct Units; Food is used to feed Developed Provinces. Trade Goods are used to generate Taxes. There are nine different types of Trade Goods, each with a unique symbol (See Figure 2). A tenth kind, Manufactured Goods, can be made by the players.



Figure 2: Map symbols

#### 1.2.5 SEAS

For naval movement purposes, the seas are divided into lighter blue regions called Coastal Areas and darker blue regions called Open-sea Areas.

### 1.3 COUNTERS AND CARDS

This section offers a brief description of the Counters and cards. More detailed information follows later in the relevant sections.

#### 1.3.1 RESOURCE COUNTERS

The Resource Counters are Food, Materials, and Trades Goods Counters, having the same symbols as the Resource symbols on the map shown in Figure 2.

### 1.3.2 PROVINCE COUNTERS

Figure 3 shows the Province Counters. Development Counters indicate which Provinces have civilised inhabitants (ie.: belong to a state). The number on the Development Counter indicates the level of Development of the Province. Independent Provinces are represented on the flipside of the Development Counters. The Independent side is mostly red with a flash of colour to indicate the player Controlling the Independent Province. Food Surplus/Deficit Counters are placed to indicate the Food supply situation for Developed Provinces. Construction Counters are used to indicate partial Development of a Province. Manufactured Goods are a tenth type of Trade Goods item that can be built by players. Pacification Counters indicate undeveloped Provinces owned by players. Colour-coded Hostility Counters are used to show that a non-player Province is hostile towards a particular player empire. When a Province is damaged by foraging or looting armies, Damage Counters are placed in that Province, with the number on the Counter indicating the extent of the damage. Only Developed or Partially Developed Provinces may be damaged. Corruption Counters are used to indicate that a particular Province produces less Tax due to corrupt or incompetent management. Occupation Counters are used to indicate when foreign troops have taken over a Province.

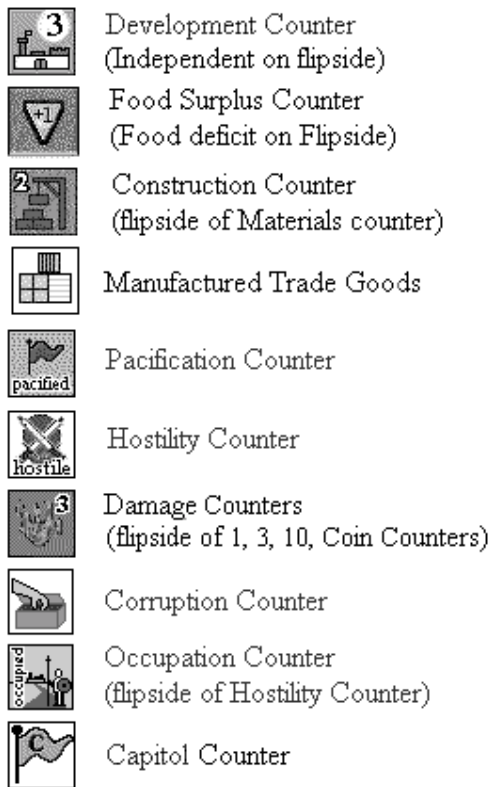


Figure 3: Province Counters

### 1.3.3 UNIT COUNTERS

Unit Counters are shown in Figure 4. There are six types of Units in the game. Land Units are comprised of Professional Units, Militia, and Barbarians. Sea Units are comprised of Galleys and Pirates. Player Units are depicted on one side of a Unit Counter; Independent Units on the other. The Independent side is mostly red with a flash of colour to indicate the player Controlling that Unit. Barbarians and Pirates are collectively referred to as Raiders. Leaders are Units although they can do nothing unless accompanied by an army (a stack of Land Units).

### 1.3.4 MISCELLANEOUS COUNTERS

Coin Counters have depictions of coins (yellow circles) on them. They come in one, three, ten and fifty Coin values. Victory Point Counters have a large 'V' symbol.

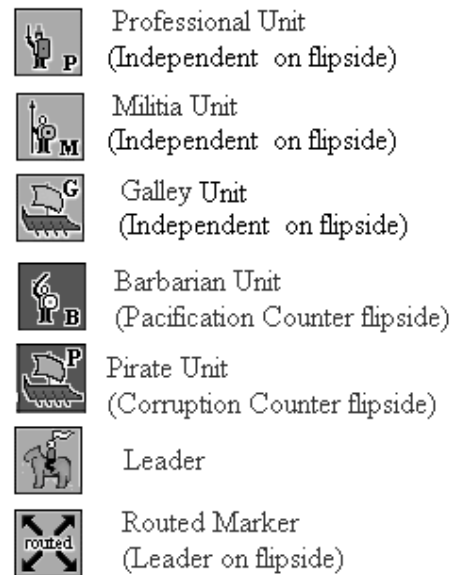


Figure 4: Unit Counters

### 1.4 SUMMARY OF PLAY

The object of this game is to build a strong and vigorous empire that will go down in history as the most magnificent in the ancient world. Empires earn Victory Points for Developing Provinces: organising or 'civilising' the inhabitants through the introduction of cities, governing institutions, and trade. Players will also receive Victory Points for how advanced their civilisation is relative to their peers (see Section 5). Each game turn comprises of the ten Phases listed in Section 2.

#### 1.4.1 PROVINCES AND EMPIRES

There are four types of Provinces. Player and Independent Provinces are classified as Developed Provinces, while Pacified and Wild Provinces are classified as Undeveloped.

- **Player Provinces:** These are Developed Provinces, identified by the placement of appropriately colored Development Counters (see Section 1.3.2). Player Provinces have some sort of centralised regional government which is subordinate to the empire. A Player Province provides manpower and resources for the empire, and participates in its economy. These Provinces are the 'heartland' of a player empire. Victory Points are awarded only for Player Provinces.
- **Independent Provinces:** These are Developed Provinces that do not belong to any player empire. They are identified by the placement of red Development Counters (the flipside of Player Development Counters). They exhibit the same characteristics as Player Provinces, and may be incorporated into a player empire as Player Provinces through conquest.
- **Wild Provinces:** Wild Provinces are 'empty'; they need no identifying Counter. These Provinces do not have any centralised government and can be assumed to be inhabited by independent tribal groups and nomads. Wild Provinces may be incorporated into player empires as Pacified Provinces through conquest.
- **Pacified Provinces:** Pacified Provinces are Wild Provinces that have been conquered by an empire. They are identified by the placement of appropriately colored Pacification Counters. They retain their tribal society, but collectively submit to the rule of a player empire. Pacified provinces provide a small amount of manpower and tribute for the empire, but players do not earn any Victory Points from them.

#### 1.4.2 OWNERSHIP AND CONTROL OF PROVINCES

All Provinces except Wild Provinces will either be Owned or Controlled by players.

An Owned Province is one that belongs to the player, and makes up part of that player's empire. These will be Player or Pacified Provinces only.

A Controlled Province is an Independent Province. These Provinces do not belong to the Controlling player – the Controlling player is merely responsible for moving their Units. The Controlling player could be seen as having some political influence with such Provinces. Whenever a Province becomes Independent, a player must assume Control of it. Players are not allowed to Control a Province that is Hostile towards them.

Ownership and Control of Provinces can change as detailed in Section 12.12.

#### 1.4.3 FRIENDLY, NEUTRAL AND HOSTILE PROVINCES

Provinces can be Friendly, Neutral or Hostile towards particular players. Players may declare their Owned Provinces to be any state towards other players whenever they like. Independent Provinces can be Neutral or Friendly at the discretion of the Controlling player, but can only be Hostile if the Province has earned a Hostility Counter. A description of each state appears below.

**Neutral:** This is the natural state of all Wild Provinces, and of any others Provinces unless the Owning or Controlling player specifically states otherwise. If a Province is Neutral towards a particular player, it will neither hinder, nor help that player in trade or War.

**Hostile:** Hostile Provinces interfere with the Trade of enemy players. Independent Hostile Provinces are identified by the placement of appropriately colored Hostility Counters which designate which players are their enemies. They may also attack their enemies. See Section 4.2.2.

**Friendly:** A Friendly Province is effectively an Allied Province. It will not hinder Trade, and player Units will find it easier to manoeuvre in Friendly Provinces during the Operations Phase. See Section 12.5).

## 2. SEQUENCE OF PLAY

### 2.1 NON-PLAYER GROWTH

Raider Units may appear. Non-Player Provinces may spontaneously Develop.

### 2.2 EMPIRE ADVANCEMENT

Players may make secret investment in any of the following areas: Army, Naval, Government, Culture and Technology. The player(s) with the highest investment in any Advances receive the benefits listed on the appropriate Advancement Card until the next Empire Advancement Phase.

### 2.3 RESOURCES

Resources shown in Developed Provinces are gathered: Food, Materials and Trade Goods.

### 2.4 TRADE

Internal and foreign Trade may occur. Trade is the shuffling of Resource Counters between Provinces. Anything may be Traded between players, including Coins, Food, Materials, Trade Goods and favours.

### 2.5 FOOD CONSUMPTION

Provinces consume Food according to their Level of Development. Cities with insufficient stores experience Famine.

## 2.6 TAXATION

Player Provinces provide Taxes for the empire. Generally, the more Trade Goods available, the better the economy, and the higher the Taxes. Pacified Provinces provide tribute.

## 2.7 EVENTS

In any order, each player draws a number of Event Cards related to the number of Player Provinces in their empire. The possible Events are: Disaster, Revolt, Civil War, Corruption, and Hostility.

## 2.8 CONSTRUCTION

Money and Materials may be used to construct Professional Units and Galleys, Develop Provinces, and repair damage.

## 2.9 OPERATIONS

Players may move any Land or Sea Units, build Militia, and initiate Combat, Looting and Occupation.

## 2.10 RESOLUTION

Victory Points are tallied, and a winner may be declared if players decide to end the game. Capitals may change location. Players whose empires are destroyed may choose to re-enter the game.

## 3. STARTING THE GAME

### 3.1 PLAYER START ORDER

Players roll dice to determine the starting player. The highest roller goes first. Ties are re-rolled. Placement then proceeds clockwise around the table.

### 3.2 CAPITAL PLACEMENT

In starting order, each player places a size '1' Development Counter and a Capital Marker in a single Province. This Province is the Capital of the player's empire. The Provinces in the Cultural Group that the Capital belongs to are called Home Provinces.

#### 3.2.1 HOW TO CHOOSE YOUR CAPITAL LOCATION

You will want your empire to be in a rich area to start the game so as to give it maximum growth potential. A high concentration of Resources is the most important factor. Also note that your Capital will become the Trading Centre of your empire, so it is important that it has good access to other player empires to ensure that valuable Resources may be Traded freely.

### 3.3 INITIAL EMPIRE PLACEMENT

Players partake in *two* additional placement rounds in any order. In each round, players may place a size '1' Development Counter in any of their other *Home* Provinces, or upgrade the Capital by one. These Provinces need not be adjoining.

### 3.4 INITIAL RESOURCES

Each player starts the game with a certain amount of money and Materials. The number of starting Materials is simply the number of Materials indicated on the Map in each of the player's Developed Provinces. Material Counters are placed on the map, distributed amongst Player Provinces in any fashion. Starting Money is determined by the following formula, applied to each of the player's Developed Provinces:

$$\text{Coins per Province} = (\text{Food} + \text{TG's}) \times \text{L} \times 5$$

Where **Food** is the amount of Food indicated in the Province, **TG** is the number of Trade Goods indicated in the Province, and **L** is the Level of Development of the Province. Coins are kept off the map in the player's Treasury.

*Example: The starting coins for the Babylonian Province (M1), if it started at Development Level 2, would be:  $(3 + 3) \times 2 \times 5 = 60$  coins.*

#### 4. NON-PLAYER GROWTH

In any order, Players now draw from the red deck of Barbarian and Independent Province Cards. (these should be shuffled together before play)

During the first two turns, each Player simply draws one card each.

In the third and subsequent turns, the number of cards drawn by each Player is dependent on the number of Player Provinces they own, as listed in Figure 5. After every player has drawn the indicated number of cards, if the total number of cards drawn is less than 9, every player should draw the same number of cards again. This process should be repeated until the total number of cards drawn does total 9 or more.

Player Provinces	Cards to draw
1	3
2 - 3	2
4 - 7	1
8 or more	draw no cards

Figure 5: Barbarian / Independent cards to draw

##### 4.1 RAIDERS APPEAR

When a Barbarian card is drawn, it indicates a particular Barbarian Area Group. Those players may place one of their Barbarian Counters in a Barbarian Area that belongs to that Group, ie.: Asian, African etc... It is the player's responsibility to move that Barbarian Unit until it settles or is destroyed.

##### 4.1.1 NORTH-WESTERN BARBARIANS

North-Western Barbarian Areas are unlike other Barbarian Areas in that they are comprised of normal Provinces which can be Developed. Once a North-Western Province is Developed, it may no longer produce North-Western Barbarians. Pacified Provinces can still produce Barbarian Units. If all of Spain, Gaul and the British Isles are Developed, then a player rolling North-Western Barbarians can place no Barbarian Counter, and may roll again.

##### 4.1.2 PIRATES

Pirates are sea-going Raiders. When the result is 'Pirates', players place one of their Pirate Units on any Undeveloped or Independent Coast. If there are no such Areas, then no Pirates can be placed, and the player may roll again.

##### 4.2 INDEPENDENT PROVINCE DEVELOPMENT

A Province Development card indicates that a non-player Province improves it's development level. When an Undeveloped Province spontaneously Develops in this way, it can be assumed that a local ruler has united the inhabitants and instituted some kind of local government and other civilising characteristics.

If the indicated Province is an Independent Province, its Development may increase by one level unless the resulting level of Development would exceed the Food requirements for that Province (see Figure 6). In that case, no Development can take place. If the indicated Province is Pacified or Wild, it will become an Independent Province of Development Level one. When Pacified Provinces Develop in this way, they are automatically Hostile to their previous rulers. Place an appropriate colored Hostility Counter in the Province.

##### 4.2.1 CONTROL OF INDEPENDENT PROVINCES

The behaviour of all Independent Provinces must be Controlled by players. Players Controlling an Independent Province are merely responsible for moving it's Units – they do not own the Province, and gain no Victory Points from it. Only player Provinces and Pacified Provinces are Owned Provinces.

If the Province was Wild or Pacified, the Player drawing the card becomes it's Controller. If the Province was Independent, Control stays

in the hands of the player already in Control. Control is indicated by placing an Independent Province Counter (on the flipside of the Controlling player's Development Counters).

##### 4.2.2 HOSTILE PROVINCES

It is possible for an Independent Province to become Hostile to a particular player. This is indicated by the placement of a Hostility Counter in the Province by that player. These Provinces may send their forces out of their own territory (see Section 12.11.3) and will disrupt the Trade of their enemies. If at any stage during the game, a Province becomes Hostile to its Controlling player, Control must pass to another player to which the Province is not Hostile.

##### 4.2.3 INDEPENDENT PROVINCE FORCES

Independent Provinces must have some Professional Units or Galleys. The Controlling player should place a number of Independent Units (on the flipside of Player Unit Counters) in the Independent Province as listed below:

- Development One: One Unit
- Development Two: Two Unit
- Development Three: Two Units
- Development Four: Three Units

These Units can be either Professional Units or Galleys, at the discretion of the Controlling player. The type of Units may be changed during each Construction Phase.

#### 5. EMPIRE ADVANCEMENT

Each player may now secretly invest in any of the following five categories of empire Advancement: *Army*, *Naval*, *Government*, *Culture*, and *Technology*. There are two reasons to invest in empire Advancement. First, for each Level Of Investment in any category, the player receives one Victory Point. Secondly, the player(s) with the highest or equal highest Level Of Investment in any category receive the benefits listed on the appropriate Advancement Card. Such players are defined as being Dominant in that Advancement area.

##### 5.1 THE ADVANCEMENT CATEGORIES

The following is a description of each Advancement category and the benefits received by the Dominant player(s).

##### 5.1.1 ARMY

Improved organisation, equipment and tactics. Dominant player's Land Units may re-roll natural '1's and '2's one time in Combat. Units Controlled but not Owned by the player, such as Barbarians, do not receive this benefit.

*ie. a Player with 3 Units rolls three dice which show 2, 4, and 3 for a combat. As he is Dominant in Army, he can re-roll the dice showing '2', but he must keep the result of the second roll.*

##### 5.1.2 NAVY

Improved organisation, equipment and tactics. Dominant player's Galley Units may re-roll natural '1's and '2's one time in Combat. Units Controlled but not Owned by the player, such as Pirates, do not receive this benefit.

##### 5.1.3 GOVERNMENT

Policy, diplomacy and attention to internal affairs and security. The Dominant players draw one less Event Card than normal

##### 5.1.4 CULTURE

Arts, religion, philosophy etc... Reduces chance of Foreign Revolt, as a superior Culture assimilates others and engenders cohesion. Dominant players get '-2' on tests for Revolt.

### 5.1.5 TECHNOLOGY

Manufacturing and invention. Dominant players may produce tradeable commodities in the form of Manufactured Goods. Such Goods can be built during the Trade Phase and count as an extra Trade item for Tax purposes. There is no differentiation between Manufactured Goods produced by different players – they both count as the same type of Trade Good.

### 5.2 INVESTMENT PROCEDURE

Players may invest in any Advancement category at a cost of ten Coins per Level Of Investment. ie. Level 1 costs 10 Coins, Level 2 costs 20, and so on... The Level Of Investment is not cumulative over game turns. If a player makes no investment in a particular category during an Advancement Phase, then their Level Of Investment for that category is '0', regardless of investment in preceding turns. Players should write down their investments. Once every player is ready, these investments are revealed and each player must pay ten Coins per Level Of Investment in each one. Payment must be made regardless of whether the player achieved Dominance.

#### 5.2.1 DOMINANT PLAYERS

Any player(s) with the highest or equal-highest Level Of Investment in any Advancement become Dominant in that category. Dominant players may take the appropriate Advancement Card, and receive the benefits listed on it until the next Empire Advancement Phase.

*If there is no investment by anyone in a particular Advance, any players who were Dominant during the last turn retain that Advancement Card, and their Dominance, but receive no Victory Points for it.*

## 6. RESOURCES

Resources are now produced in every Player or Independent Developed Province on the map.

*Wild Provinces produce no Resources.*

*Pacified Provinces produce only Materials. These Materials can only be used to Develop that Province. They may not be used for any other Construction, and may not be Traded out of the Province.*

### 6.1 RESOURCE GATHERING PROCEDURE

Each Province may contain some of the Resource symbols shown in figure 2. The indicated type and number of Materials and Trade Goods Counters must be placed in each Player and Independent Province that contains such symbols. Resources for Independent Provinces should be placed by the player Controlling that Province.

#### 6.1.1 FOOD RESOURCES

Figure 7 shows the amount of Food consumed by Player Provinces. Players should place an appropriate number of Food Surplus Counters in each Player Province and Independent Province that produces more Food Resources than it consumes. Likewise, Food Deficit Counters should be placed in each Player Province that produces less Food than it consumes. (Food Deficits are ignored for Independent Provinces). During the Trade Phase, Players can Trade Food Surplus Counters to other Provinces.

*example: Jim's empire consists of two Player Provinces, A, and B. He also Controls two Independent Provinces, C and D:*

*Province A has a Food Value of '2' and a Development of '1'.*

*Province B has a Food Value of '1' and a Development of '2'.*

*Province C has a Food Value of '2' and a Development of '3'.*

*Province D has a Food Value of '1' and a Development of '1'.*

*During the Resource Phase, Jim must place Food Surplus Counters in each Owned or Controlled Province that produces more Food than it consumes, and Food Deficit Counters in each Player Province that produces less Food than it consumes. In this example, he must place one Surplus Food Counter in Province A, and one Food Deficit Counter in Province B. Even though Province C should have a Food Deficit of two, no Counters are placed because Food Deficits are ignored for Independent Provinces.*

DL	FOOD
1	1
2	2
3	4
4	6

Figure 6: Food consumption table

#### 6.1.2 DISASTERS

When a Disaster Event Card is drawn in a previous turn (see Section 10.3), additional Food Deficit Counters are placed in player Provinces. These will cancel with Surplus Food Counters, and add to any Food Deficit Counters that must be placed. In the example above, imagine a Disaster results in Provinces A and B already having '1' Food Deficit Counter in each. At the end of the Resources Phase, Province A would have no Food Counters (its '+1' Surplus having being Cancelled by the '-1' Deficit), and Province B would have two Food Deficit Counters.



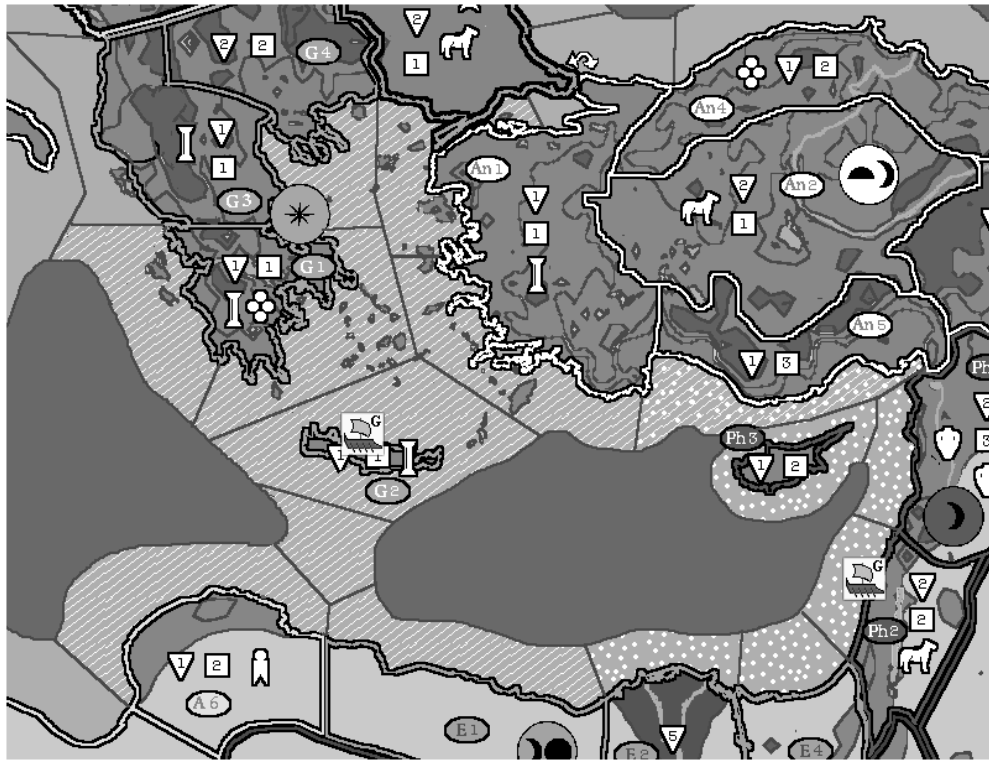


Figure 7: Spheres of influence of Galleys

## 6.2 STOCKPILING

Resources do not accumulate between turns. The Resource symbols in a Province represent the potential of that Province, not necessarily the amount that is extracted each and every time. Resources not used or Traded are removed from the board at the end of the appropriate Phase.

## 6.3 RESOURCES IN PACIFIED PROVINCES

Pacified Provinces produce no Surplus Food or Trade Goods, but may produce Materials. However these Materials can only be used locally to develop the Province. They may not be Traded outside of the Province, or used for the Construction or Maintenance of Units.

## 7. TRADE

The Trade Phase is the *only* Phase where Coins and Resources may be traded between Players, although agreements to pay Tribute etc... can be made at any time during the game. The primary object of the Trade Phase is to improve the economy and thus make more money for the empire from Taxes. This is accomplished by collecting as many *different* Trade Goods Counters in the Capital as possible. Duplicate Trade Goods are of limited value. These may be Traded to other players.

The Trade Phase is also an opportunity to import and export resources, and distribute Food Surplus and Materials around your empire – Food Deficit Counters cannot be moved. During the Food Consumption Phase, if any Food Deficit Counters remain in a Province, it experiences Famine. Likewise, only locally stored Materials are available for Development in a Province during the Construction Phase. It is important to get Food and Materials to where they are needed during the Trading Phase.

### 7.1 HOW TO TRADE RESOURCES

To Trade a Resource Counter, simply move it from the Province it is in to a destination Province specified by another player during a Player Trade Session, or to another Province in your own empire when in the Internal Trade Session. However to be able to do this, there must be an open *Trade Route* between the two Provinces.

### 7.1.1 TRADE ROUTES

A Trade Route is a chain of connected Land Areas and/or Sea Areas between the two Trading Provinces. The Sea Areas can be Coastal or Open-sea Areas. The maximum distance travelled by a resource is dependent on its Trade Movement Points (TMPs)

- Trade Goods 6 TMPs
- Food 3 TMP
- Materials 3 TMP

If a Resource does not have enough TMPs to trace a particular Trade Route then a Trade via that Route cannot be made. TMP costs for moving Resource Counters are shown below:

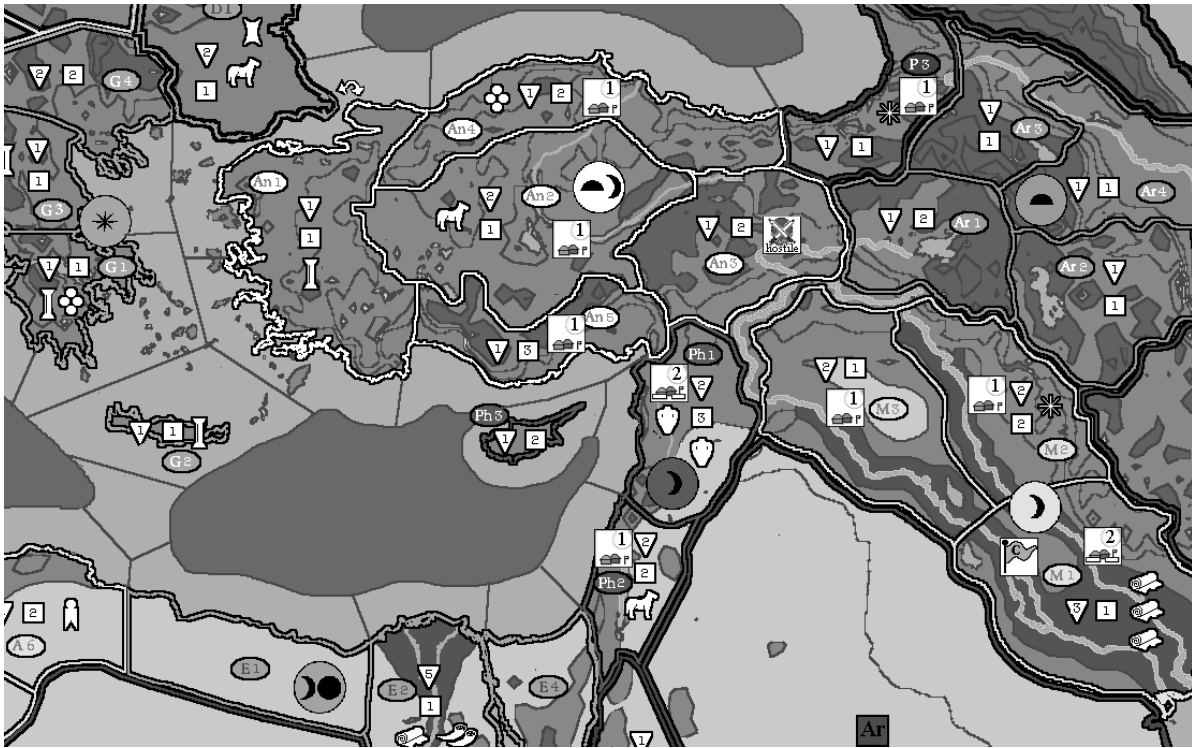
Move from a Developed or Pacified Province into an adjacent Developed or Pacified Province	2 TMPs
All other Land Moves	3 TMPs
Move from a Developed or Pacified Coastal Province, via any number of Sea Areas into another Developed or Pacified Coastal Province	2 TMPs
All other Sea Moves	3 TMPs

*Example: If all the Coastal Provinces in Figure 7 were Developed or Pacified, to Trade a Resource between the Egyptian Delta and Syria via land would cost 6 TMPs. Thus it would be possible to move Trade Items along that Route, but not Food or Materials. If either the Sinai or Phoenecia were Wild, the Route would become too long for Trade Items as well. However Trade of any Resource would still be possible via a Sea Route because it costs only 2 TMPs to move between Coastal Provinces separated by any distance. (3 TMPs if either Coastal Province is Wild)*

### 7.2 TRADING SEQUENCE

Trade takes place in the following order –

- I. Player Trade (1<sup>st</sup> Session)
- II. Independent Trade Session)
- III. Player Trade (2<sup>nd</sup> Session)
- IV. Internal Trade Session



**Figure 8: Identifying Trade Zones**

During the Player Trade Sessions, any type of Resource may be Traded to Provinces in *other* players' empires.

During the Independent Province Session, players may *buy* Resources from Independent Provinces only.

During the Internal Trade Session, players may move Resources between Provinces in their own empire.

A particular Resource Counter can only be Traded once in each Session. Trade Route rules (see Section 7.1.1) must be adhered to during all Sessions.

### 7.3 BLOCKING TRADE (EMBARGOS)

It is possible for Provinces, Land Units, and Galleys or Pirates to Block Trade within their Sphere of Influence. Trade Routes cannot be traced through Provinces or Sea Areas that are Blocked. Raiders always Block Trade Routes to all players within their Sphere of Influence. Hostile Provinces and their Units also Block Trade, but only that of the players they are Hostile towards. Players may grant or Block Trade within the Sphere of Influence of their Units and Provinces as they see fit. Players may negotiate concessions to allow Trade through their sphere of influence.

### 7.4 SPHERES OF INFLUENCE

The Sphere of Influence of a Province is within its own borders. The Sphere of Influence of a Land Unit is the Province it is in.

*The Sphere of Influence of a Galley or Pirate is up to two Coastal Areas away from the Coast it is on.*

A Galley Unit cannot influence an Open-sea Area, except to deny access to it by Controlling strategically located Coastal Areas.

*Example: Figure 7 shows an example of the Sphere of Influence two Galleys. The Unit on the coast of Palestine can block sea-borne Trade Routes to Syria and the Sinai which are one Coastal Area away, and also Cilicia, Egypt, and Cyprus which are all two Coastal Areas away. The Galley stationed in Crete can influence the eastern Peleponese,*

*southern Asia and the mid-ocean Coastal Area south of Crete which are one Coastal Area away. Cyrene, Libya, Macedonia, Cilicia, the Western Peleponese and the Northern Asiatic Coast are also in the Sphere of Influence of this fleet, all being two Coastal Areas away.*

#### 7.4.1 CONFLICTING INFLUENCE

If the Spheres of Influence of two Units overlap, either may block Trade in that Area. Influence can only be used to Block Trade, not open it. The only way to force open a Trade Route is to destroy or drive off the Blocking Units during the Operations Phase.

### 7.5 MONEY

Money is a special case. For the sake of simplicity, Coins are not stored on the map, but in the player's Treasury. In addition, Coins can be transferred from player to player without the restriction of Trade Routes.

### 7.6 TRADE WITH INDEPENDENT PROVINCES SESSION

It is possible for players to Trade with Independent Provinces. It is not possible for players to Trade with Independent Provinces that are Hostile to them. The table below shows the types of Transactions allowed and the minimum offer Independent Provinces will accept. For simplicity, Trade with Independent Provinces is limited to offering Coins for their Resources. Surplus Food is any Food above the amount needed by the Province in the Food Consumption Phase. Independent Provinces will only Trade away *Surplus* Food. The Development Level of a Province is abbreviated to DL.

Surplus Food: highest bid, minimum one Coin

Materials: highest bid, minimum one Coin

Trade items: highest bid, minimum offer of *four times the DL* of the Independent Province.

An Independent Province must accept the highest bid above the minimum. The player Controlling the Province cannot influence this decision. However, if two or more players offer equal bids for a Resource held by an Independent Province, the player Controlling the Independent Province can decide which bidder wins the deal. This is the

## TAXATION

Development Level 1							Development Level 3												
DAMAGE							DAMAGE												
TP	0	1	2	3	4	5	TP	0	1	2	3	4	5	6	7	8	9	10	11
0	8	7	6	4	3	2	0	26	26	25	24	23	22	21	21	20	19	18	17
1	10	9	7	5	4	2	1	34	33	32	31	30	29	27	26	25	24	23	22
2	12	10	8	6	4	3	2	42	41	39	38	36	35	33	32	30	29	28	26
3	14	12	10	7	5	3	3	50	49	47	45	43	41	39	38	36	34	32	30
4	16	14	11	8	6	3	4	58	56	54	52	50	48	45	43	41	39	37	35
5	18	15	12	9	6	4	5	66	64	61	59	56	54	51	49	46	44	42	39
6	20	17	14	10	7	4	6	74	72	69	66	63	60	57	55	52	49	46	43
7	22	19	15	11	8	4	7	82	79	76	73	70	67	63	60	57	54	51	48
8	24	20	16	12	8	5	8	90	87	83	80	76	73	69	66	62	59	56	52
9	26	22	18	13	9	5	9	98	95	91	87	83	79	75	72	68	64	60	56
10	28	24	19	14	10	5	10	106	102	98	94	90	86	81	77	73	69	65	61

Development Level 2							Development Level 4												
DAMAGE							DAMAGE												
TP	0	1	2	3	4	5	TP	0	1	2	3	4	5	6	7	8	9	10	11
0	16	15	14	12	11	10	0	48	47	45	43	41	39	37	36	34	32	30	28
1	20	19	17	15	14	12	1	60	58	56	54	52	50	47	45	43	41	39	37
2	24	22	20	18	16	15	2	72	70	67	65	62	60	57	55	52	50	48	45
3	28	26	24	21	19	17	3	84	82	79	76	73	70	67	65	62	59	56	53
4	32	30	27	24	22	19	4	96	93	90	87	84	81	77	74	71	68	65	62
5	36	33	30	27	24	22	5	108	105	101	98	94	91	87	84	80	77	74	70
6	40	37	34	30	27	24	6	120	117	113	109	105	101	97	94	90	86	82	78
7	44	41	37	33	30	26	7	132	128	124	120	116	112	107	103	99	95	91	87
8	48	44	40	36	32	29	8	144	140	135	131	126	122	117	113	108	104	100	95
9	52	48	44	39	35	31	9	156	152	147	142	137	132	127	123	118	113	108	103
10	56	52	47	42	38	33	10	168	163	158	153	148	143	137	132	127	122	117	112

Figure 9: Taxation table

only time the Controlling player can influence the Independent Province's Trade deals.

### 7.7 HOW TRADE GOODS GENERATE TAXES: TRADE ZONES

As stated in Section 7, it is the number of different Trade Goods collected at the Capital which affects the economy of the empire – this number is defined as the Trade Points (TPs) of the Capital.

*Example: If one Ivory, one Silk, and two Marble Counters were collected in a player's Capital at the end of the Trade Phase, the Trade Points of that Capital would be '3' because there were three different types of Trade Goods. (The extra Marble wouldn't count)*

Each Province within the Trade Zone of the Capital would be able to cash in on the Trade Points available there. (see Section 9.1) A Province belongs to the Trade Zone if it is within '6' Trade Movement Points of the Capital. Ie: if it is possible for a Trade Goods Route to reach from the Province in question to the Capital, then that Province is considered to be within its Trade Zone. Embargos can block Trade Routes and so prevent a Province from participating in a Trade Zone.

*eg. Imagine a Trade Zone to be all the Provinces 'clustered' around the Capital, or within shipping distance. All these Provinces participate in the same economy, with the strength of that economy related how many different things they can trade with each other (the TPs of the Capital). Provinces outside of this sphere have to have their own separate economies (Trade Zones), with their own separate Trading Centre and TP's.*

#### 7.7.1 TRADING CENTRES

Provinces outside the Trade Zone of the Capital due to distance or embargo can still provide Taxes by participating in their own alternative Trade Zones. A player can freely designate any number of Trading Centres to act as the 'Capitals' of additional Trade Zones. Such Centres

and any Provinces belonging to their particular Trade Zones collect Taxes in exactly the same way as the Capital Trade Zone. Ie.: *The greater the number of different Trade Goods collected in a Trading Centre, the more Tax will be produced by all of the Provinces within its Trade Zone.* A particular Province can only be Taxed once, and so can only belong to a single Trade Zone, even if it is in an overlap between several Trade Zones. All Provinces within the Trade Zone of the Capital, must belong to the Capital Trade Zone.

A lone Province may act as a Trade Centre for itself. In this way, one or more isolated Provinces can still contribute to the economy of the empire, but the resulting Tax will be significantly less than that produced by a single larger Trade Zone. See the example in section 9.1.

*Example: All developed Provinces in figure 9 belong to the same empire. The Capital is in Babylon. The one hostile Province shown is Hostile to this Babylonian empire. If there is no embargo, every Province in this empire is within the Trade Zone of the Capital except for Galatia (AN2). The two Pontic Provinces, for example, can ship their Wine and Metals to Phoenicia (2 TMPs), then overland to Babylon through Mesopotamia (for a total of 6TMPs). Galatia is too far from the coast to do so. This situation means that every Province except Galatia belongs to the Capital Trade Zone for the purposes of generating Tax, and Galatia belongs to its own solitary Trade Zone.*

*If Pirates are introduced to the Coast of Cyprus, things change for the worse. It becomes impossible to ship Trade Goods into Phoenicia, thus the only way to Trade with Babylon is overland. Now both Galatia and the Pontic Provinces are outside of the Capital Trade Zone. They must form a Trade Zone of their own. The Trading Centre for this alternative Trade Zone could be either of the three Provinces, but it makes sense that it should be one of the Coastal Provinces to make it easier for Foreign Trade. Now instead of shipping their Trade Goods to the Capital and participating in its Trade Zone, these Provinces pool their*

goods in their own Trading Centre (say, Bythinia-Pontus) and use the resulting Trade Points for calculating their Tax.

## 7.8 MATERIALS AND NEW PROVINCE DEVELOPMENT

Materials can also be transported to Undeveloped Provinces for the purpose of Development during the Construction Phase. Before this can happen, however, a Wild Province must be 'Pacified'. I.e.: a successful Occupation of the Province must have been occurred during the previous Operations Phase (see Section 12.8.1), thus earning that Province a Pacification Counter. Materials can then be transported into the Province during the Trade Phase. Locally produced Materials available in the Pacified Province may only be used for the Development of that Province. (see Section 11.4.4)

## 7.9 MANUFACTURED GOODS

The player(s) with Dominant Technology (see Section 5.2.1), may produce Manufactured Trade Goods before the start of each of the 4 Trade Sessions (ie: before any Trading has commenced). For the cost of one Material and ten Coins, three Manufactured goods Counters can be placed on the map in the Province that expended the Material. Players may produce as many Manufactured goods as they wish. Manufactured goods are treated as a tenth kind of Trade item, and count for Taxation like any other. Manufactured goods produced by different players are treated as the same kind of item -- if more than one player is Dominant, then those players must compete for the Manufactured Goods market.

## 8. FOOD CONSUMPTION

If any Player Province still has Food Deficit Counters remaining, it experiences Famine.

### 8.1 FAMINE

Having Provinces with starving people increases the chance of the empire experiencing Civil War (see Section 10.4). In addition, each starving Province immediately experiences some degradation. Place a number of Damage Counters in such Provinces equal to *twice* the Food deficit experienced, multiplied by the *Development Level* of the Province. I.e.: if a 3rd level Province has two Food Deficit Counters, it experiences Damage equal to  $2 \times 3 \times 2 = 12$  points. These should be placed immediately.

## 9. TAXATION

Players now collect Tax from their empires. Every Player Province in an empire will produce some Tax. Figure 10 is the Taxation table displayed on the player-aid sheets. Trade Goods Counters may then be removed from the Map.

### 9.1 CALCULATING TAX

To calculate the Tax produced by each Province, look up the part of the Taxation table that corresponds to the Development Level of the Province. Cross-reference the Trade Points of that Province's Trade Zone against any Damage it has sustained (the value of any Damage Counters it contains). An undamaged Province will produce the most number of Coins per Trade Point, as shown in the bold-faced, left-most columns of each table (0 Damage). Place the Coins immediately in the Treasury. Remove the Trade Goods Counters.

*Example: The three Developed Provinces in figure 10 belong to the same empire. Upper Egypt has been raided by Nubians (four Damage Points) and Pirates and Arabic Barbarians have prevented Phoenician Horses from reaching the Capital. The Primary Trade Zone will be Upper and Lower Egypt with three Trade Points for Silk, Ivory and Marble. Phoenecia cannot join because it has no open Trade Route with the Capital, and so must form its own Trade Zone with just one Trade*

*Point for Horses. Tax obtained is as follows (consult the Taxation Table in figure 9)*

*Delta: On the Development '3' table, '3' Trade Points vs. '0' Damage is 50 Coins.*

*Upper Nile: On the Development '1' table, '3' Trade Points vs. '4' Damage is 5 Coins.*

*Phoenecia: On the Development '2' table, '1' Trade Point vs. '0' Damage is 20 Coins.*

*Resulting in a total of 75 Coins. Had there been no Pirates, Phoenecia could have shipped their Horses to the Capital, resulting in a single Trade Zone with the full '4' Trade Points might have been established, bringing in 58, 6, and 32 Coins respectively, for a total of 96.*

## 9.2 CORRUPT PROVINCES

Corrupt Provinces only generate half as many Coins (rounded down) as they would otherwise. Corruption Counters can be removed after Tax has been gathered from the Province.



Figure 10: Raiders block Trade

## 10. EVENTS

Event Cards model the destructive forces that can beset a state. All Events are bad, however players can act to reduce or eliminate their effects by restricting their empire to a manageable size, and investing in appropriate Advancement Cards. The effects of an Event last a maximum of one game turn.

### 10.1 DRAWING EVENT CARDS

Each player draws one Event Card for each two Player Provinces in their empire, or part thereof. This number is defined as the empire Spread Value. I.e.: An empire consisting of one Province has a Spread Value of '1', whereas an empire of five Provinces has a Spread Value of '3'. Players with Dominant Government (see Section 5.1.3) reduce their Spread Value by one, and so draw one less Event Card than normal.

## 10.2 REVOLT

The drawer of this Card must test for Revolt in one Province selected by other players. Pacified Provinces can Revolt; the Capital cannot. The test is made by rolling two dice and adding the modifiers listed in Section 10.2.2. If the total is a '10' or more, the Province attempts to Revolt.

### 10.2.1 CULTURAL MODIFIER

As detailed in Section 1.2.2, the Cultural Indicator defines the Culture of each Province. The Cultural Modifier is an indication of the difference in Culture between subject Provinces and that of the Capital. There are four possible Cultural Modifier values:

+0 *Home Culture*: The Province belongs to the same Cultural Group as the Capital i.e.: a Home Province (see Section 1.2.1).

+1 *Same Culture*: The Province has the same Culture as the Capital (the same symbols in the Cultural Indicators), but is not a Home Province.

+2 *Similar Culture*: The Cultural Indicators of the Province and the Capital share one symbol. For example, Egypt has a similar Culture to Syria as they share the Eastern Culture symbol (crescent).

+3 *Different Culture*: The Cultural Indicators of the Province and the Capital are completely different.

### 10.2.2 REVOLT TEST MODIFIERS

Add these modifiers to the dice roll:

- +CM where CM is the Cultural Modifier of the Province.
- +1 if the Province is only Pacified.
- +1 for each Province of the same Cultural Group as the Province under test that is Hostile to the player.
- 1 for each Professional Unit stationed in the Province.
- 2 if the empire concerned has a Dominant Culture (see Section 5.2.1).

### 10.2.3 SUCCESSFUL REVOLT

If the test results in successful Revolt, The selected Province becomes Independent, or in the case of a Pacified Province, the Pacification Counter and any Construction Units are removed, and the Province becomes Wild.

### 10.2.4 HOSTILITY OF REVOLUTIONARY PROVINCES

Any Independent or Wild Province resulting from a successful Revolution is immediately Hostile to its old ruler. A Hostility Counter should be immediately placed in the Province, as appropriate. Another Player must then take over Control of the newly Independent Province – The Player with the least number of Player Provinces. (not necessary for new Wild Provinces).

## 10.3 DISASTER

Drought or floods were a constant threat to ancient civilisations. A wise ruler took steps to guard against such calamities, but sometimes they were unavoidable. Drawing this card means that bad disaster management has resulted in a shortage of Food. In the next Resources Phase, one-third, rounded up, of the normal harvest is lost. Drawers of this Card may distribute the shortfall as they see fit by immediately placing the required number of Food Deficit Counters in their Player Provinces. Placement of these counters should be within the following limitations:

- The deficit must be distributed as evenly as possible amongst the affected Provinces. i.e.: all possible Provinces must take one Deficit Counter before any Province takes a second, and all must take two before any can take a third, and so on.

- The Provinces affected must be connected or in the closest possible proximity if this is not possible.
- A Province cannot experience a Deficit greater than the amount of Food it can produce.

This Event is cumulative. However, additional Disaster Cards drawn in the same Phase result in the placement of only one additional Deficit Counter per Card.

*Example: A fictional empire comprises two Provinces, A and B. Province A produces '6' Food and Province B produces '1': a total of '7' Food. Therefore, if this empire experiences a Disaster, a number of Food Deficit Counters must be placed equal to one-third of the normal harvest (rounded up), in this case: three Food Deficit Counters. These Counters can be placed by the player Owning the empire. All Provinces possible must take one Deficit before any can take a second, so two of the Deficits Counters are used by placing one in each Province. There is now one Counter left to place, and as Province B cannot take any further Food Deficit, the Counter must be placed in Province A.*

## 10.4 CIVIL WAR

This Event signifies a violent internal power struggle. Specifically it could mean a popular revolt, coup, or religious schism etc..., but what is important is that the resulting conflict weakens the state from within. The drawer of the Card must test for Civil War by rolling one dice and adding the modifiers listed below. If the result is '6' or greater, the empire experiences Civil War.

### 10.4.1 CIVIL WAR MODIFIERS

Add these modifiers to the dice roll:

- +1 for each Food Deficit Counter remaining after the Trade Phase.
- +1 if any Province in the empire was Damaged by Looting Barbarians this turn.
- +1 for each additional leader used in the previous Operations Phase

### 10.4.2 RESULTS OF CIVIL WAR

If the test for Civil War is successful, the empire will suffer some damage and a Manpower Shortage due to conflict. A number of Provinces equal to the full Spread Value (see section 10.1) of the empire (Dominance in Government is irrelevant) receive twice their Development Level in Damage. Place the appropriate value of Damage Counters in the selected Provinces. The Provinces to be affected are selected by the other players. Any Province may be selected, including the Capital. The effect of a Manpower Shortage on the empire is that the cost of raising Land Units is increased next turn. A Professional Unit will cost fifteen Coins and one Material, and a Militia Unit will cost five Coins. The Civil War Card is cumulative, however Manpower costs do not increase any further in the event of successive Civil Wars in the same Phase.

## 10.5 CORRUPTION

The Corruption Event may affect any single Province except the Capital. Other players determine which Province is affected. Place a Corruption Counter on the affected Province to indicate that half of the Taxes collected from it are lost to corrupt officials during the next Taxation Phase. Successive cards must affect different Provinces.

## 10.6 HOSTILITY

One Independent or Wild Province that was previously Friendly or Neutral towards player who drew the Card treats this empire as an enemy until the Hostility Counter is removed. The other players should select



the Province to be bordering on, or in the closest possible proximity to that player's empire. A Hostility Counter belonging to the player who drew the Card should be placed in the selected Province. If no Independent or Wild Provinces exist, the Event is void, and the player need not draw another Card. Wild Provinces with '0' Food Value cannot become Hostile.

#### 10.6.1 HOSTILE PROVINCES

A Player to whom the Province is not Hostile must assume Control. (see Section 4.2.1). That Player should be the eligible Player with the least number of Player Provinces.

A Hostile Province will not Trade with the empire belonging to the drawer of this Card, nor will it allow that player's Trade to pass through any Area it can Influence with its Units. (see Section 7.3).

#### 10.6.2 HOSTILE PROVINCE ATTACKS

During the Operations Phase, Hostile Independent Provinces may attack enemy player empires. Players Controlling these Provinces should observe the strategic situation during the Operations Phase with an eye towards any good opportunity for such Provinces to successfully attack their enemies. (see Section 12.11.3).

## 11. CONSTRUCTION

Construction requires Coins and Materials.

The Construction Phase should proceed as follows-

- I. Removal of existing Units
- II. Unit Construction
- III. Unit Deployment
- IV. Repair and Development of Provinces

#### 11.1 REMOVAL OF EXISTING UNITS

All Professional and Galley Units should be removed from the board.

#### 11.2 UNIT CONSTRUCTION

Units that can be built during the Construction Phase are Professional Units and Galleys only. The Construction of Professional Units costs one Manpower point. No Manpower is needed for Construction of Galleys. Players should write down how many Units of each type are to be constructed. When all players have done so, the requisite number of Materials can be removed from the Map, and Coins paid to the bank. Materials used for the Construction of *Professionals* can come from any *Player* Province in the Empire (not *Pacified*). Materials for the construction of *Galleys* must come from *Coastal Player* Provinces only. Figure 12 shows Unit Construction costs.

##### 11.2.1 MANPOWER

An empire can only assemble a limited number of Land Units per turn. The Manpower limit for an empire is the total of the Manpower obtained from each Player and Pacified Province. Each Province contributes its Development Level plus one Manpower points (DL +1). *For example, a Pacified Province provides 1 Manpower Point, while a Level 2 Province provides 3.*

##### 11.2.2 PROFESSIONAL UNITS

These are forces that exist for an entire game turn, as opposed to Militia Units which are levied when needed and dispersed afterwards. Professional Units are generally better trained and equipped, and have a higher morale than Militia. They might be such troops as -

- Royal or elite guards
- Regular standing army (legions, Spartans etc...)
- Nobles or other full time warriors
- Garrisons

#### 11.2.3 GALLEY UNITS

Galleys are ships designed specifically for war. They rely more on rowing than sail, and are generally narrow and light for speed. Hence they are not very sea-worthy, and can have no room for carrying men other than rowers and space for only a few supplies. Galleys travel along coasts but may not enter or Influence Open-sea Areas. All ancient naval battles were fought close to shore.

	COINS	MATERIALS
Army	10 / 15*	1
Galley	10	1

\* if Manpower Shortage

Figure 11: Unit costs

#### 11.3 UNIT DEPLOYMENT

Units may now be placed on the Map. Players may place Professional Units in any of their Player or Pacified Provinces. Galleys may be placed in the Coastal Area of any Coastal Province. There is no particular player order to consider when deploying Units. Units may be redeployed until every player is satisfied.

#### 11.4 REPAIR AND DEVELOPMENT OF PROVINCES

Materials used in the Development or Repair of Provinces must have been moved into the Province during the Trade Phase.

##### 11.4.1 PROVINCE DEVELOPMENT

The Development Level of a Province may be increased by *one Level only* per Construction Phase. The maximum Development Level allowed is four. *Before a Province can be Developed, any existing Damage must be fully repaired.* It is possible to both repair and improve a Province during a single Construction Phase. Figure 12 shows Province Development costs per Level.

*Example: To increase the Development Level of a Province from '1' to '2' costs 18 Coins and 6 Materials, and an increase from '3' to '4' Development Levels costs another 36 Coins and 12 Materials.*

##### 11.4.2 PROVINCE REPAIR

Damage to a Province can result from Famine, Civil War and Hostile Armies. It is indicated on the map by placing a number of Damage Counters in the damaged Province. Damage Counters can be removed during the Construction Phase at the rate of three Coins and one Material per Damage point.

##### 11.4.3 PARTIAL DEVELOPMENT USING CONSTRUCTION UNITS

As detailed in Section 6.2, Resources not used during the course of a game turn are lost. However, it is possible to 'stockpile' Materials by converting them into *Construction Units* (CUs). One Material point may be converted to a Construction Unit at the cost of three Coins. Flip the Counter over to reveal a Construction Counter. Construction Units represent the partial Development of a Province. When enough Construction Units have been collected in a particular Province, that Province may go to the next Development Level, and the Construction Units may be removed. No Construction Units may be built in a Province until the Province is fully repaired. (See Section 11.4.1). Construction Units cannot be moved. Once built, they will remain in a Province until destroyed or the Province reaches the next Development Level.

*Example: It takes eighteen Coins and six Materials to improve the Development of a Province from level one to level two (see Figure 12).*

*This corresponds to six CUs. If there were already four CUs in the Province, only six Coins and two Materials would be needed to complete the Level two Development.*

	COINS	MATERIALS
+1 Construction Unit	3	1
-1 Damage point	3	1
1 Development	18	6
2 Development	18	6
3 Development	36	12
4 Development	36	12

Figure 12: Development costs

#### 11.4.4 NEW PROVINCE DEVELOPMENT

New Provinces may be Developed if the Province has been Pacified as detailed in Section 7.8. This is the *only* allowed use for Materials gathered from Pacified Provinces. Additional Materials may be imported from other Provinces during the Trade Phase, however. If the Pacified Province is only partially Developed, it must remain Pacified to complete the Development in succeeding turns. If the Pacified Province rebels, any Construction Units must be removed (the tribes reject the trappings of civilisation). Any player who conquers a partially Developed Pacified Province may keep the Construction Units and complete the Development.

#### 11.4.5 DAMAGE TO PROVINCES

When a Province receives Damage, Construction Units are removed before any Damage Counters are added to the Province. For example if a Province had '3' Construction Units in place and received '5' Damage points from a Looting Army, the three Construction Units would be destroyed first, and then the Province would take the remaining '2' Damage points with the placement of Damage Counters.

## 12. OPERATIONS

The Operations Phase is made up of a number of Rounds, from none at all (should all players agree) to a possible maximum of eight.

One player should keep track of the number of the current Round by placing any Counter on the Operations table on the bottom left-hand corner of the map. The actual number of Rounds played during one Operations Phase is decided when all players decline to move, or when an End Operations Roll is successful, whichever comes first. One player should make the End Operations Roll at the start of every Round except the first two. The player should roll 2 dice. If the total is not equal or greater than the value indicated for that Round, then the Operations Phase is ended. All Militia Counters must be removed from the map at this time, and Province Ownership or Control may change hands. (see Section 12.12)

#### 12.1 MANPOWER AND MILITIA

The total number of Land Units built in a game turn cannot exceed the Manpower total of the Empire (see section 11.2.1). For instance, if the total Manpower of a particular empire was 12, and the player had

Constructed 5 Professional Units in the Construction Phase, then only 7 Militia could be built by this empire during the entire Operations Phase.

An additional restriction on Militia is that a particular Province can only assemble a limited number of Militia per Round, although it may assemble that number of Militia each and every Round. *That limit is equal to the Development Level of the Province, plus one.* For instance, a third Level Coastal Province can build a maximum of four Militia every Round.

#### 12.2 MILITIA CONSTRUCTION

Militia may be constructed at any time during a Players turn. In addition, a Province may immediately build Militia to resist a Occupation attempt, if it has sufficient Manpower to do so. These newly Constructed Militia may immediately start Attached to any Stack(s) in the Province.

It is important to note that Militia cannot initiate any Action in the same Round that they are built, as Construction uses their entire 6MPs for that Round. Players who Construct Militia in response to an invading Army before their turn starts must remember that those particular Militia have 0 MPs when their turn comes around.

It is considerably cheaper to build Militia Units than their Professional Counterparts. Figure 13 details Construction costs.

UNIT	COINS	MATERIALS
Militia	3 or 5*	0

\* If Manpower Shortage.

Figure 13: Militia Construction costs

#### 12.3 LEADERS

Leader Units are special Land Units that have no Combat ability. An Army *with* a Leader can perform any of the Actions detailed in section 12.5. An Army *without* a Leader is restricted in its Actions. A Leader Unit does not so much represent the availability of a commander, (every Army has someone in command), but rather the authority of that particular commander to act on behalf of the empire.

A Leaderless Army Stack at home in a friendly Province (ie. in an Owned Province), may perform any action except ATTACK, LOOT or OCCUPY. That is, it may be deployed around the Empire as necessary for defence, but it cannot initiate hostilities.

A Leaderless Army Stack in the field (ie. any non-Owned, non-Friendly Province), is even more restricted. The only Action it may initiate is ATTACHING to a Stack in the same Province that *does* have a Leader.

Note that an Owned Province that has been successfully Occupied by invaders counts as being 'in the field', as it is no longer Friendly.

Sea Units, Units belonging to Independent Provinces, and Barbarians, do not need Leaders to perform any Action, except for those Barbarians comprising a Barbarian Horde – see Section **Error! Reference source not found.**

##### 12.3.1 CONSTRUCTING LEADER UNITS

Every Empire starts each Operations Phase with one Leader Unit – you, the emperor. This Leader Unit must be placed in an Owned Province at the start of the Operations Phase. Additional Leader Units may be constructed at any time during a Players turn, at no cost, up to a maximum of five additional Leaders. Note however, that each additional Leader increases the chance of Civil War (see section 10.4). Newly Constructed Leaders may be placed on the Map on any Land Stack, in any Province. However, once on the Map, they must follow the same

Movement rules as other Land Units. Leader Units cannot be destroyed, even if their Army is wiped out.

## 12.4 ACTIONS AND MOVEMENT

Each Round, players get a chance to move any Land and Sea Units under their Control. Units under a player's Control are those Owned by the player, any Raider Units placed on the map by that player, and any Units Owned by Independent Provinces the player Controls. Players can also temporarily take Control of other Units if they are Stacked together (see Section 12.7).

Land Units and Sea Units do not fight or interact, except when Hostile Galleys prevent sea movement of troops within their sphere of influence. It is important to note that, except for the Provinces making up the North-Western Barbarian Area, all Barbarian Areas are out of bounds to player Land Units.

### 12.4.1 STACKING OF UNITS

Units may act individually, or collectively. To act collectively, each Unit must be in the same Province or Coastal Area and stacked on top of each other. A lone Unit or a group of such Units is referred to as a Stack. There is no limit to the number of Units which may be grouped in a single Stack, or the number of Stacks which can be in the same Province or Coastal Area.

### 12.4.2 PLAYER ORDER

At the start of every Round, each player should randomly draw a Player Order Card (normal playing cards numbered sequentially with Ace as '1'). This determines the Player Order for that Round. Any or all Stacks under a player's Control may act during a Round, but a player can only deal with one Stack at a time – to act in concert, separate Stacks must first form a single Stack (Attach).

To speed the process, one player should be in charge of the Player Order Cards, handing them out at the start of the Round, and taking them back immediately from each player as they finish their turn. This player is usually the player who moved last during the previous Round. Other players may think of a suitably derogatory name for this person. Players need not show their card until it is their turn.

### 12.4.3 MOVEMENT POINTS

Movement Points limit how much a Unit can do during a single Round. Once the Movement Points of a particular Unit have been expended, it cannot initiate any further Actions until the next Round (although they may be forced to participate in Combat through being Attacked or resisting an attempted Occupation).

Land Units have '6' Movement Points.  
Sea Units have '6' Movement Points.  
Leaders have '9' Movement Points

A Stack may perform more than one Action if it has enough Movement Points to do so. If any Units in a Stack have insufficient Movement Points to perform an Action, the Stack cannot perform the Action unless those Units are left behind (Detached).

## 12.5 ACTIONS AND MOVEMENT OF LAND UNITS

A Land Stack may perform any of the seven Actions listed in Figure 14. The four columns are Action, Movement Point Cost for that Action in Friendly Provinces, Movement Point Cost for that Action in non-Friendly Provinces (Neutral or Hostile), and how much Damage that Action inflicts on a Developed Province. This potential Damage, arising from Marching, Looting or Occupying Armies, occurs when a Stack performs one of those Actions in any Developed Non-friendly Province.

ACTION	MP (FRIENDLY)	MP (NON-FRIENDLY)	DAMAGE
MARCH	2 <sup>1</sup>	3	1 total

ATTACH	2	3	-
DETACH	0	0	-
ATTACK	2	3	-
OCCUPY	3 <sup>2</sup>	3	1 if '1 - 3' on d6 per unit
LOOT	3 <sup>2</sup>	3	1 if '1 - 3' on d6 per unit <sup>4</sup>
VOYAGE <sup>3</sup>	2	3	-

- Both the starting and destination Provinces must be Friendly, otherwise cost is '3' Movement Points.
- Units can Occupy or Loot any Provinces except their own, even those of Allies.
- These are the costs for the initial Attach Action of a Voyage. See Section 12.5.3 for further details.
- If the Province is Occupied, Looting Damage is 1 per unit.

Figure 14: Land Action table

**MARCH:** Move from one Province into an adjacent Province. If both Provinces are Friendly, the cost is '2' MP, otherwise it is '3'. It is not possible to intercept a Marching Stack. It is possible to March across a Strait (see Section 12.5.2), without hindrance from Hostile Sea Units.

**ATTACH:** Join another Stack to make a single Stack. The Stack being joined must already be in the same Province.

**DETACH:** A number of Units may split from a larger Stack to form a separate Stack in the Same Province. This Action costs no Movement Points.

**ATTACK:** One Stack may Attack another Stack. The other Stack must already be in the same Province. Combat is resolved immediately (see Section 12.9).

**OCCUPY:** A Land Stack may attempt to gain control of a Province. Any Stacks currently in the Province may resist the attempt, in which case Combat is resolved immediately. See Section 12.8.

**LOOT:** A Land Stack may Loot the Province it is in. (see Section 12.10). Only Developed Provinces may be Looted. Player or Independent Units cannot Loot their own Provinces. Units intending to Loot a Province belonging to an Ally must first Detach if they are Stacked with that Ally's Units.

**VOYAGE:** A Land Stack may cross the Sea from one Coastal Province to another. See Section 12.5.3 for details.

*Action Example: The Barbarians in Figure 10 wish to Ally and Loot the Egyptian Delta as a single Stack.*

*Round 1: The Barbarian Unit in Nabataea Marches into the Sinai.*

*Round 2: The unit already in the Sinai Attaches to the new arrival, forming a single Stack in the Sinai.*

*Round 3: This stack Marches into the Delta.*

*Note that if the Barbarian Units were Egyptian Units, and the Sinai and Nabataea were Friendly to Egypt, each of these Actions would cost only two Movement Points, possibly allowing the Stack another Action once in the Delta.*

### 12.5.1 DAMAGE CAUSED BY HOSTILE ARMIES

As listed in Figure 14, the MARCH, LOOT and OCCUPY Actions may cause Damage to Developed Provinces by invading Armies. Armies need to 'gather' provisions as they March, and tend to treat the defeated civilian population badly when they take over.

**MARCH Damage:** Whenever a Stack Marches into a Developed Province which is not Friendly, it causes 1 Damage Point, regardless of the number of Units in the Stack. No Damage is incurred when the Army Marches out of the Province. The Player Owning or Controlling the Province is the one who determines whether it is Friendly to the Stack.



Theoretically, this Player could decide to declare his Provinces Friendly to an Army with Hostile intentions, (supply the invaders?) simply to avoid the Marching Damage that would otherwise occur, but this would also reduce the Movement Point cost for most Actions from 3 to 2, so it would be a stupid move.

**OCCUPATION Damage:** Successfully Occupying a Province is likely to require sieges in major cities, pillage, and various other kinds of destruction. Whenever an Occupation attempt of a Developed Province occurs, the invading Player must roll to determine what Damage results from this attempt – regardless of whether the attempt is successful or not.

The Player rolls one dice for each unit in the Occupying Stack. On a ‘1’, ‘2’, or ‘3’, that Unit causes one Damage Point to the Province.

**LOOTING Damage:** See section 12.10.

Note that if a Players Owned Province has been Occupied by invaders, any Stack she sends Marching into the Province to retake it will cause 1 Damage Point as the Province is no longer Friendly. However, as it is possible for the former Owner to regain Ownership of the Province through Attacking and defeating the Occupying force (as opposed to an Occupation attempt), she can retake the Province without any additional destruction.

### 12.5.2 STRAITS

Straits are tiny crossings marked on the map with white arrows, such as the Strait of Messina between Sicily and Italy. The Coastal Area on the other side of a Strait is considered to be adjacent for the purposes of Land and Sea Movement. Land Units may cross to it using a March Action; a Voyage is not necessary.

### 12.5.3 SEA TRANSPORT OF LAND UNITS

Galleys cannot carry Land Units. Land Units travel from a Coastal Province to another Coastal Province via Transport Ships. The use of a Transport Fleet is implied – they do not appear as Counters on the Map. Players just move a Land Stack which is making a Voyage Action via Coastal and/or Open-Sea Areas to its destination. However, such movement is subject to Blockade by Hostile Galleys. Any Galley may effectively prevent Land Units from using a Coastal Area within its sphere of influence (see Section 7.4). As with Trade, if the Spheres of influence of two Galleys overlap, the Friendly Galley cannot ensure passage for the Land Stack – it must destroy or drive off the enemy Galley before the Land Stack can proceed.

A Voyage is really three Actions in one: an Attach Action, followed by a number of Sail Actions, then a Detach Action. The Units making the Voyage must use MPs for each Action comprising the Voyage.

Sea Movement rules for Land Stacks are as follows:

- i. A Land Stack embarks on a Voyage by first Attaching to Transport ships. This is shown on the Map by moving the Stack into the Coastal Area off the Province it is in. This Movement is identical to a normal Attach Action in all ways. It costs 2 Movement Points from a Friendly Province or 3 Movement Points from a Non-Friendly Province. A number of separate Stacks in the same Province can Attach to the same Transport fleet to Sail as a single Stack. If the Coastal Area is within the Sphere of influence of a Hostile Galley, then no Voyage can be made from the Province.
- ii. The Stack may then Sail from that Coastal Area to adjacent Coastal or Open-sea Areas at the cost of 1 Movement Point per Area. Areas within the influence of Hostile Galleys may not be entered. As Transport Ships are more sea-worthy than their military counterparts, Open-sea Areas can be treated just like large Coastal Areas, with the added benefit that Hostile Galleys cannot influence them (although they may prevent access to them by influencing all Coastal Areas in their vicinity. Stacks from other

Provinces may Attach to the Sailing Stack as it passes their Province.

- iii. Unit(s) may end their Voyage by Detaching from the Transport fleet at any time. This is shown on the map by moving from a Coastal Area (not an Open-sea Area) into an adjoining Province. This costs no Movement Points. All Units *must* Detach before the Player’s turn is over – they cannot end their turn at Sea. If this is not possible, such Units cannot make the Voyage.

*Example: Examine figure 8. Imagine that a Land Stack wishes to Voyage from Syria. The Galley in Crete is Hostile to the Player controlling this Stack, so it cannot use any of the Coastal Areas within the Galley’s sphere of influence. This also prevents access to the Western Open-sea Area. The player decides to Voyage to the Egyptian Delta. The initial Attach move into the Syrian Coastal Area costs 3 Movement Points as Syria is a Non-Friendly Province to the Player. The Stack has 3 movement Points left with which to complete its Voyage. The quickest way is to move into the Open-sea Area, then into the Coastal Area of the Delta. Disembarking costs no Movement Points, and the Stack is now in the Egyptian Delta with 1 Movement Point left – not enough to do anything. If Syria had been Friendly to the Player, the initial Voyage move would have cost only 2 Movement Points, leaving the Stack with 2 Movement points left in the Delta – enough for some further kind of Action if the Delta is also Friendly.*

### 12.6 ACTIONS AND MOVEMENT OF SEA UNITS

A Sea Stack may perform any of the four Actions listed in Figure 15. All Sea Movement costs 1 MPs – there is no concept of a Friendly or Non-Friendly Coastal Area. note that Galleys cannot enter or influence Open-sea Areas.

ACTION	MPs
SAIL	1
ATTACK	1
ATTACH	1
DETACH	1

Figure 15: Sea Action table

**SAIL:** Move from one Coastal Area to an adjacent Coastal Area.

**ATTACH:** Join another Stack to make a single Stack. The Stack being joined must already be in the same Coastal Area.

**DETACH:** A number of Units may split from a larger Stack to form a separate Stack in the Same Coastal Area. This Action costs no Movement Points.

**ATTACK:** One Stack may Attack another Stack. The other Stack must already be in the same Coastal Area. Combat is resolved immediately (see Section 12.9).

### 12.7 ALLIED STACKS

Allied Forces are Units grouped in the same Stack that belong to, or are Controlled by, different players or Provinces. Any Unit may Ally with any other Unit by Attaching to the same Stack, except for Raider Units – Pirates and Barbarians only Ally with their own types and are always Hostile to other types of Units.

Once an Allied Stack is assembled, any player Owning Units in the Stack can Control the entire Stack when it is their turn. This player decides what the Stack will do and where it will go. All Units in the Stack must have sufficient MPs to perform the Action – otherwise they must be left behind (Detached). Players with Units in an Allied Stack may demand that their Units be Detached immediately if they object to any Actions intended by the Controlling player. Casualties amongst Allies should be decided randomly or by agreement.

Units belonging to Independent or Wild Provinces will never Ally with Units belonging to their enemies (players they are Hostile towards). They will only Attack Stacks that *do* contain Units belonging to their enemies. They will become Hostile to all players Owning units in a Stack with which they enter Combat. ie. If an Independent Province is Hostile to Player A, and attacks a Stack containing an allied force belonging to Player A, Player B, and Player C, then that Independent Province immediately becomes Hostile to all of those Players.

## 12.8 OCCUPYING PROVINCES

A Province must be Occupied by a Land Stack before it can be Owned or Controlled. Occupation means that soldiers have overcome any resistance in the Province and are now in control of strategic cities, resources, and the general population. An Occupation Action is automatically successful if there is no resistance to the attempt. Resistance can come from Units already in the Province and any Militia or Tribal Resistance that can be raised. The Province may immediately raise Militia to resist the Occupation. (see section 12.1) As Occupation involves wresting control of the entire Province, all Stacks in the Province intending to resist the attempt are treated as a single Stack for the purposes of this combat only. Units in the Province are not *required* to resist Occupation attempts. A Player may decide not to resist the attempt and allow the Occupation to automatically succeed. (thus saving existing or newly raised troops for future combat if the Occupation forces are superior in numbers.)

If there is resistance, Combat between these forces takes place immediately. After the Combat, in Non-player Provinces, Hostility Counters should be added to the Province due to the conflict with the inhabitants.

If the Occupying Stack wins the Combat, the Occupation is successful. The Player places an Occupation Counter in the Province. Surviving Defeated troops Retreat as normal, except for Tribal Units which are removed (see Section 12.8.1). If the resistance wins the Combat, the surviving aggressors must Retreat as normal

*An Occupied Province immediately becomes Non-Friendly to its former Owner, however it does not become Friendly to Occupying forces, either. This has implications for the MP Cost, and Marching Damage for the Player Owning the Province.*

If the Occupation Counter remains in the Province until the end of the Operation Phase, then the Invading Player may assume Ownership or Control of the Province at that time (see Section 12.12). To ensure that the Province remains under control, at least one Occupying Unit must be in the Province at all times, until the end of the Operations Phase. If at any point there are no Units in the Province to enforce the Occupation, the Occupation Counter is removed, and the Occupation is void – the Province automatically reverts to being Friendly to its Owner.

It is possible for a Province to be Occupied more than once in a single Round. If successful, any existing Occupation Counter is replaced. Note that if an Occupation Counter is removed at any point, the Province returns to its original Owning or Controlling player automatically.

### 12.8.1 OCCUPYING WILD PROVINCES

A Stack may attempt to Occupy a Wild Province. If the Province has a Food Value of '1' or more, it will make a Tribal Resistance attempt.

The Province resists an Occupation attempt by immediately assembling a Stack of Barbarian Units, and the placement of Hostility Counter(s) of the colour of the Invaders, if necessary. The defenders can be thought of as a coalition of various tribal Groups within the Province. Any one random player provides these Counters. The number of Units is randomly determined by rolling 'D3'. ie. a result of '1' or '2' on the dice is one Unit, '3' or '4' is means two, and '5' or '6' means three. If the Province was already Hostile due to a Hostility Event Card, or previous failed Occupation attempt, add an extra Unit to the resulting Stack. (Thus a Wild Province always resists Occupation with 1 to 3 Units, or 2

to 4 Units if it was already Hostile). Combat between these forces should be resolved immediately. If the Province has '0' Food Value, no Combat takes place and the player Stack is 'victorious' by default.

If the player Stack is victorious in the Combat, remove any surviving Tribal Resistance Units. The Province now becomes Occupied in the same way as other Provinces.

If the Combat is drawn or won by the Resistance Stack, the Province remains Wild, and Tribal resistance Counters are removed (the tribes disperse and go home). The Invaders must retreat as normal.

Each and every time an Occupation attempt is made in a particular Wild Province, a new random number of Units must be generated to resist the attempt, even if successive attempts are made in the same round – this represents the fickle nature Tribal coalitions.

## 12.9 COMBAT

Combat occurs when a Stack Attacks another Stack or attempts to Occupy a Province. It only takes one side to initiate conflict. Land and sea Units cannot Attack each other.

### 12.9.1 RESOLVING COMBAT

Whenever an Attack or resisted Occupation is made, Combat is resolved immediately as follows:

- I. The players Controlling each Stack roll one dice as detailed in Figure 16, for each Unit in their Stacks. Professional, Militia or Galley Units Owned by players with the appropriate Military Advancement Card have the option to re-roll natural '1's and '2's one time. Raiders or other Controlled Units do not receive this ability.
- II. The total of these rolls is the side's Combat Result. The side with the higher Combat Result is the winning side. In the case of a tie, casualties are removed and neither is defeated – the Attacker may immediately Attack again if his force has sufficient MPs to do so.

Surviving defeated Units must immediately Retreat.

UNIT	COMBAT ROLL
Professional	1d6
Militia	1d6-1
Barbarian	1d6-1
Galley	1d6
Pirate	1d6

Figure 16: Combat rolls

### 12.9.2 CASUALTIES

After the Combat roll, each side determines Casualties. For each Casualty received, one Unit must be removed. The victorious side receives one Casualty for every natural '6' appearing on their opponent's Combat Result dice. The defeated side receives one Casualty for every full *four Points* of their opponent's Combat Result total. If one side has a higher Combat Result, but received 100% casualties, the defeated side does not have to Retreat. In the case of a tie, both sides take casualties on natural '6's only, and neither side must Retreat.

*Example: If side A has a Combat Result of '3', '6', and '4' for thirteen points, and side B has a Combat Result of '6', '2', and '2' for ten points, side A is victorious and receives one casualty (because side B rolled one natural '6'), while side B receives three casualties.*

### 12.9.3 RETREAT OF LAND FORCES

Defeated forces must immediately Retreat unless the victorious side was completely destroyed. It is presumed that the victorious side pursues the defeated troops during rout which, together with lack of supplies, is the reason for the generally heavier casualties.

Retreat is performed as follows:

- i. Defeated Forces must be kept as a single Stack in the short term. Place a 'Routed Counter' on top of the Stack (turn of the Leader Counter over, if any). This Stack is now effectively invisible and inactive. It cannot be attacked or initiate any Action until the next Round.
- ii. When the next Round commences, Players Owning or Controlling Units in the stack may move their Units during their turn with the usual 6 MPs – together or separately. The only Actions allowed for Routed Units are MARCH, ATTACH, DETACH, and VOYAGE. Unlike a normal March Action, Routing stacks do not cause Damage to Provinces they are fleeing through.
- iii. At the end of their Movement, the 'Routed' Counter is removed, and the Stack may be Attacked as normal. Routed stacks cannot end their move in a Hostile Province. Any Units failing to flee to a Friendly or Neutral Province during their Retreat move are removed. A Province which has been Occupied by Hostile forces counts as Hostile to Retreating Units, whereas a Province merely containing Hostile Units counts as Neutral, and so makes a safe retreat..

### 12.9.4 RETREAT OF SEA FORCES

Defeated Sea Units Retreat in exactly the same way as their Land counterparts. A 'Routed' Counter is added to the Stack which then becomes inactive until the next Round. During the next Round, Units in the Stack make their Retreat moves, and the 'Routed' Counter is removed. Unlike Land Retreat, however, Coastal Areas containing Hostile Galleys or Raiders count as Hostile to fleeing Sea Units, and thus they may not end their Retreat moves in such Areas.

## 12.10 LOOTING

Looting Stacks devastate towns and cities in their quest for Plunder. Only Developed Provinces may be Looted. Player or Independent Units cannot Loot their own Provinces. Units intending to Loot a Province belonging to an Ally must first Detach if they are Stacked with that Ally's Units.

### 12.10.1 LOOTING DAMAGE AND BOOTY

The effects of Looting are determined by rolling one dice for each Unit in the Looting stack. On a result of '1', '2', or '3', 1 point of Damage is applied to the Province. For each point of Damage taken by the Province, the player Controlling the Stack receives one Coin in booty. If the Province was not able to absorb the total Damage (through being destroyed), only that Damage that it did take results in Booty for the Looters.

The situation changes if the Looting Stack is Controlled by a player who has successfully Occupied the Province. Occupation implies the Occupying troops are in complete control of the Province and therefore, Looting is more thorough. In this case, no dice rolling is necessary; the Province takes one point of Damage for each Looting Unit, and the player receives two Coins per point of Damage absorbed.

### 12.10.2 SPENDING BOOTY

Booty must be transferred from the field to a Treasury before it can be spent. This happens at the start of the Round after the Looting takes place. Until then, the Booty is considered to be 'In Transit' i.e.: if a Province is Looted in Round '2', the Booty does not appear in a Treasury

until the start of Round '3'. It may be helpful to place the Coins on the Movement Round track above the marker square of the Round in which the Coins will appear in the Treasury. The player Controlling the Looting Stack decides which Treasury or Treasuries receive the Booty. If the Operations Phase ends while the booty is in transit, it can be immediately placed in a Treasury.

### 12.10.3 LOOTING THE CAPITAL

If a Province containing a Capital is Looted by troops that have *Occupied* the Province, the victim empire concerned loses half of its Treasury to the Looting Units as Booty, in addition to the normal amount. This may happen only once per Operations Phase -- subsequent Looting after the Capital has been plundered once only receive normal Booty.

## 12.11 HOSTILE NON-PLAYER UNITS

Players who have Control of Raider Units or Hostile Independent forces may move these Units in addition to their own during the Operations Phase. Such Movement must follow the same rules as player Units, and should adhere to the guideline listed in the following three Sections.

### 12.11.1 BARBARIAN UNIT BEHAVIOUR

Barbarians on the move represent raiding parties or the warrior component of migrating tribes searching for territory. Players should adhere to the following guidelines when moving Barbarians under their Control:

- Barbarian Units Controlled by different players represent different tribes, and may cooperate or fight with each other at the Controlling players' discretion.
- A Barbarian Unit *cannot* move from its starting Barbarian Area into an adjacent Barbarian Area – it must enter a normal Province. Once it has left its starting Area, it is not permitted to re-enter any Barbarian Areas again for the rest of the game.
- Barbarians can never join a Stack containing non-barbarian Units. i.e.: they cannot join Player or Independent units as Allies in battle.
- Barbarians will not Attack numerically superior forces.

### 12.11.2 PIRATE UNIT BEHAVIOUR

Pirate ships are Galleys. They move and fight in the same way as Galleys Owned by player empires. Pirates live by preying on sea-borne Trade and unprotected coastlines. When deploying and moving Pirates, players should consider the following guidelines:

- Pirates must be placed in a location with a view to Blocking as much Trade as possible. Controlling players may seek to minimise the impact on their own Trade Zones, however.
- Pirates will not Attack numerically superior forces.

### 12.11.3 HOSTILE INDEPENDENT PROVINCE BEHAVIOUR

Players Controlling Independent Hostile Provinces can direct the Independent Units to attack the Province's enemies. Hostile Provinces behave like player empires -- they may raise Militia. Operations conducted by Hostile Provinces should adhere to the following guidelines:

- Independent Units will never Ally with Units belonging to a player they are Hostile towards (their enemies).
- Independent Units may Ally with any other player or Independent Units.

- Independent provinces will never attack Units or Provinces belonging to players who are not their enemies, unless such Units are in a Stack
- An Independent Province will immediately become Hostile towards any players who Own Units in a Stack that causes any kind of Damage to the Province (including Marching Damage), or is involved in Combat with its own Units. The Player Controlling the Independent Province may declare the Province Friendly to a non-Enemy Stack and so prevent Damage from their Marching through their territory (free passage).
- The defence of the Province is always first priority. A Province should not launch an offensive if there is a reasonable chance that forces will be needed for defence at home.
- Independent Stacks should not make sacrificial Attacks.
- Any enemy Province Occupied by Independent Land Units at the end of the Operations Phase may be annexed. Ie.: it will itself become Independent and take on the same Hostility Counters as the conquering Independent Province. The player Controlling the Independent Units may assume Control of the annexed Province as in Section 12.12.2.

#### 12.11.4 INDEPENDENT PROVINCE TREASURES AND LEADERS

Independent Provinces do not need to maintain Treasuries. For the sake of simplicity, it is assumed that such Provinces can afford to build their own Manpower in Militia. For the same reason, Independent Provinces do not need to use Leaders to move their troops.

#### 12.12 OWNERSHIP AND CONTROL OF PROVINCES

At the end of the Operations Phase, Ownership and Control of Occupied Provinces may be resolved. See section 1.4.2. Any Province that is Occupied at the end of the Operation Phase may change. Also, Players Owning Provinces may decide to relinquish Ownership and let the Province become Independent, or grant the Province to another Player.

Basically, there are three options:

- A Player takes over the Province and becomes its new Owner. It becomes a Player or Pacified Province for that Player.
- The Player decides not to incorporate the Province into his empire, and lets it remain Independent. It becomes (or stays) an Independent or Wild Province.
- If the Occupying Stack contains no Player Units – ie. it is composed completely of Controlled Units such as Barbarians or Independents, then those Units take over the Province. It becomes (or stays) an Independent or Wild Province.

When a Province has been Occupied by an Allied Stack, Players Owning or Controlling Units in that stack must decide between themselves what is to become of the Province.

#### 12.12.1 PLAYERS TAKING OWNERSHIP OF A PROVINCE

If the Province is Developed, the Player replaces the existing Development Counter with one of her own colour. If the Province is Wild, The Player places a Pacified Counter of her own colour. Any Hostility Counters are removed.

#### 12.12.2 NON-PLAYER UNITS TAKING CONTROL OF A PROVINCE

When a Province is Occupied by forces belonging to a Hostile Independent Province, or a Group of Barbarians the new Independent Province basically becomes part of that Minor Empire. It becomes another Independent Province with the same political view – place the same coloured Hostility Counters in this Province as those that are in the conquering Province. Thus Hostile minor non-Player empires may grow and become more dangerous to their enemies. If the invaders were

Barbarian Units, make the Independent Province Hostile to its previous Owning Player only, if any.

#### 12.12.3 PLAYERS TAKING CONTROL OF A PROVINCE (OR GIVING UP OWNERSHIP)

If the Province is Developed, the Player places an Independent Province Development Counter of his colour in the Province. If the Province is Pacified, it becomes Wild – the Pacified Counter is removed. In this instance, the Player is not incorporating the Province into his empire, but can be thought of as installing a local government that is sympathetic.

*The Player then may Add or Remove up to two Hostility Counters in the Province, to represent this allegiance.* ie. Two Counters may be added, or two removed, or one added and one removed.

Obviously if the Province was previously Hostile to the Player himself, then that Hostility Counter must be one of those removed or the Player would not be able to take Control at all.

#### 12.13 REMOVAL OF MILITIA

After any changes of Ownership and Control, all Militia must be removed from the map. Horde Players remove all of their Barbarian Units see section 13.3.2.

### 13. RESOLUTION

During the Resolution Phase the following actions are performed:

- Capitals may change location
- Victory Points are awarded
- Destroyed players may restart
- The Barbarian / Independent deck is reshuffled
- Game may end

#### 13.1 CHANGING CAPITAL LOCATION

Players may now change the location of their Capital to any other Owned Province. The Home Culture of the empire then matches that of the new Capital Province Culture, and other Provinces belonging to the same Cultural Group as the new Capital become the empire's new Home Provinces. See Section 1.2.1.

#### 13.2 VICTORY POINTS

Each player may now receive Victory Points. Victory Points are allocated as follows:

- Each Player Province provides its Development Level in Victory Points.
- One Victory Point for every Level Of Investment in Advancement Cards made this turn (see Section 5). Dominance in an Advancement is not necessary to collect Victory Points.

#### 13.3 DESTROYED PLAYERS

Players who lose all Provinces may now enter the game as Barbarian horde. The player's Treasury is discarded, but Victory Points are retained, including any awarded during the current turn. If more than one player is destroyed, players get to restart their empires in order of the lowest Victory Point total. If Victory Points are tied, resolve restart order randomly.

#### 13.3.1 RESTARTING AS A BARBARIAN HORDE

The new Barbarian Horde Player can do nothing until the next Operations Phase. At the Start of the Operations Phase, the Player Draws from the Barbarian / Independent card deck until a Barbarian Card is drawn. This is the type of Barbarian the Player will be. Choose a starting Area within that Barbarian Group. The Player must then give Control of any existing

Barbarian Units on the Map to a Player or Player(s) of her choice. The chosen Player(s) replace them with those of their own colour.

One Stack of Barbarians representing the Horde is Placed in the designated starting Area. This Stack must consist of 6 Barbarian Units and 3 Leaders. A Barbarian Player can have no more than 3 Leaders.

During the Operations Phase, when it is that Player's turn, these Units may be moved like any others, adhering to the rules for Leaders, Combat and Occupation. Horde Stacks may Voyage, if possible.

Unlike normal Barbarian Units, a Horde may ally with any other Units on the Map. Horde Units may also March across the Map to and from Barbarian Areas at will, and from Barbarian Area to Barbarian Area.

Horde Leaders have an additional Action they can perform which is RECRUIT. Recruiting costs 3MPs to the Leader Unit, and any Unit in its Stack. Recruiting results in the appearance of an additional Barbarian Unit which joins the Stack that the Leader is in. Recruiting can only be performed in a Barbarian Area or non-Developed Province of the same Barbarian type as the Horde – Asian Barbarians can only recruit in Asian Barbarian Areas, for instance). If the Horde is North-Western, they may also Recruit in any Pacified Province in the North Western Barbarian Group (traitors!)

#### 13.3.2 THE HORDE AT THE END OF THE OPS PHASE

At the end of the Operations Phase, all Occupied Provinces become Player and Pacified Provinces. All Horde Units are removed from the Map. Any Coins from Looting are kept by the Player.

*When removing Barbarians from the Map, any non-Developed Province containing 4 or more Barbarian Units at this time, spontaneously Develops to a Level One Player Province.*

The Player should then choose a Capital and place a Capital Counter.

#### 13.4 RE-SHUFFLING THE BARBARIAN / INDEPENDENT CARD DECK

The Barbarian / Independent discards are shuffled back into the deck at this time.

#### 13.5 ENDING THE GAME

The game ends when all players agree. The winner is the player who has the highest Victory Point total.

#### 14. APPENDIX A

This is a list of Province names for player reference. Some correspond very well with the borders shown on the map, while others are not very accurate at all. Most of the names come from the period of the Roman Empire.

A1 Mauretania  
A2 Numidia  
A3 Carthage  
A4 Africa / Tripolitania  
A5 Africa  
A6 Cyrene

An1 Asia  
An2 Galatia  
An3 Cappadocia  
An4 Bithynia – Pontus  
An5 Cilicia

Ar1 Armenia  
Ar2 Media  
Ar3 Armenia / Colchis  
Ar4 Armenia

B1 Britain  
B2 Ireland

D1 Thrace / Moesia  
D2 Carpathians  
D3 Dacia  
D4 Carpathians  
D5 Carpathians

E1 Libya  
E2 Delta / Lower Egypt  
E3 Upper Egypt  
E4 Sinai

G1 Peloponnesus  
G2 Crete  
G3 Thessaly / Epirus  
G4 Macedonia

Ga1 Narbonensis  
Ga2 Gaul  
Ga3 Belgica  
Ga4 Rhaetia  
Ga5 Alps  
Ga6 Alps

I1 Cisalpine Gaul  
I2 Italy – Rome  
I3 Italy

II1 Illyria  
II2 Noricum / Pannonia  
II3 Pannonia / Moesia

M1 Babylonia  
M2 Assyria  
M3 Mesopotamia

N1 Nabataea

P1 Bosphorus  
P2 Cimmeria  
P3 Pontus / Lesser Armenia

Ph1 Syria  
Ph2 Phonecia  
Ph3 Cyprus

S1 Sicily  
S2 Sardinia / Corsica

Sp1 Lusitania  
Sp2 Baetica  
Sp3 Tarraconensis  
Sp4 Pyrenees  
Sp5 Pyrenees

## APPENDIX B: HINTS ON PLAY

### Introduction:

Ancient Empires is a game of the “empire management” genre. Each player starts the game in an equally tenable position, and as the game progresses, those players who implement the best strategy will find that their empires flourish while others stagnate or even disappear.

There is no set goal to Ancient Empires other than the accumulation of Victory Points. The fun of playing the game resides in the process of nurturing and guiding an empire in competition with your fellow players. Victory Points are intended to reward players for “good play”. The aim of this section is to cover some of the aspects that constitute “good play”. The following topics will be covered:

- Defence
- Growth
- Advancement
- Stability
- Logistics
- War
- Trade
- Diplomacy

These things are all interrelated. Good strategy at its most basic level is first to ensure the empire’s survival by providing adequate defence and stability. A Player’s second priority is to get as many Victory Points as possible through the allocation of surplus resources to growth and advancement.

### Defence:

This is the most important aspect of empire management. Because of the dynamic nature of the Operations Phase, a thinly defended empire can be quickly overrun. New players would be well advised to stock up on military units early and spend a few turns watching how more experienced players operate. Players will find that militarily weak empires are at a disadvantage in disputes over territory or trade, and often seem like an open invitation to potential invaders; a well defended empire encourages hostiles to look elsewhere. Of course anyone can spend 100% of their resources on armies and fleets. The trick is judge exactly how much defence is enough for any given situation in order that other aspects such as growth and advancement do not suffer unnecessarily.

### Growth:

Growth is accomplished through expansion or development. Development is the upgrading of existing provinces so that they produce more money, manpower and victory points. *Development* is an “easy” way to get more from your empire in that it doesn’t involve conflict or uncertainty – you spend the resources and the Province develops. It also helps to keep your empire physically small, which can help avoid logistical problems. About the only down-side to growth through development is that it doesn’t add to the empire’s material or trade resources, and it is inherently self-limiting because eventually, the empire will have to import dangerous amounts of food. *Expansion* is the process of conquering new provinces to add to your empire. At first glance it would seem that bigger is always better – the empire receives more resources of all kinds, and more manpower. However the expansionist player must consider the following:

- a) Nobody likes an expansionist. Your fellow players are naturally going to be suspicious of your motives, especially those in closest proximity to your empire, and this will encourage them to form alliances against you.
- b) The greater the number of developed provinces in an empire, the more event cards must be drawn. All event cards are bad, and the larger the empire, the greater the likelihood of something bad happening to it. See the section on Stability.

- c) The greater the area your empire covers, the worse your logistical problems are likely to be. See the section on Logistics.
- d) An equivalent investment in resources used to develop lots of low-level provinces will produce more food, material and trade goods than if a few high-level provinces were developed, but will produce less money for a given level of trade.

### Advancement:

Resources can be utilised in three main ways: military endeavours, development, and advancement. Of the three, advancement is the one that most directly corresponds to an investment in Victory Points. Advancement represents the direction of an empire’s resources into five general spheres of activity of importance to the state, namely: army, navy, government, culture and technology. The more money invested in any of these categories, the more advanced (glorious?) that empire is seen to be, and the more victory points it receives. Players who are most advanced in a particular category (dominant) also receive certain advantages over their less advanced opponents. Dominance can give an empire a significant edge in general play, such as better army units or extra trade goods. It is assumed that after a period of relative advantage in a given area (one full turn), other empires will tend to copy the advance, bringing the dominant empire back to the field.

All of this means that saving resources for advancement should be a goal for every player. In particular, players should be aware that only money left over after all operations have been completed can be used for advancement. Those players who spend more than necessary on defence and warfare for instance may find themselves at a critical disadvantage in the competition, and on the score table.

### Stability:

The stability of an empire relates to its ability to withstand destructive forces, whether these be external as in the case of hostile invaders (see Defence), or internal. This game models internal destructive forces by using event cards. Event cards represent the various general misfortunes that can beset a state, namely: revolt, civil war, corruption, hostile relations, and natural disasters.

There are two elements that come into play concerning events. The first is luck. Players draw random event cards, and in the case of civil war and revolt, dice rolls determine the outcome of these events. But luck can be tempered by good play. Players with a money reserve will cope and bounce back from destructive forces better than those who are running their treasury ‘lean’. The second element is strategic. Empires with a greater number of developed provinces receive more event cards. This models the fact that communication and control becomes more difficult with distance, especially for an ancient empire – the larger it is, the more difficult it is to hold together. However players with the most advanced governments draw one less event card. Also, players with the most advanced culture get a bonus to their rolls for revolt events (the most frequent event). Thus the five main ways to increase the stability of an empire are:

1. Good defence
2. Treasury reserve
3. Compact empire
4. Dominance in Government and/or Culture advancements
5. Good diplomatic relations with other players

### Logistics:

Logistics deals with the problem of moving men and resources to where they are needed. In Ancient Empires, there are four main Logistical hurdles:

- a) development of provinces (transporting materials);
- b) feeding provinces (transporting food);
- c) trade routes and trading centres (transporting Trade Goods);
- d) conflict (the movement of men and ships).

Obviously a compact empire is going to have fewer of these logistical difficulties than one that is spread over a wide area, but keeping an empire too compact may lead to a dangerous dependence on imported resources.

In ancient times, overland transport of bulky goods was extremely difficult -- effective long distance transport of food and materials could only be accomplished by river and sea. Trade Goods, being both less bulky and much more valuable were better suited for overland trade routes when no alternative could be found. Thus players with large, land-locked empires may find it difficult to distribute resources or muster defence against a surprise attack. Equally, players with far-flung provinces that rely on sea transport are susceptible to embargo. Without a strong navy to defend their shipping routes, such players may find their empire weakened and isolated, and unable to respond effectively to invasion.

The location of the an empire's capital also has some logistical significance. Firstly, it acts as the primary trading centre for an empire. If the capital is located in a province that is hard to reach, players may find their economy suffers because they are unable to get enough trade goods to it. Secondly, the empire defines its cultural identity through the location of the capital. The culture of the area the capital is in is effectively the culture of the empire's ruling class. How well subject provinces relate to the empire depends on the difference between their culture and that of their rulers. Generally, the less difference between the culture of the capital and that of its subject peoples, the less trouble it will have with revolt. Players may find it prudent to relocate their capital to a more compatible province if the empire expands into a culturally different area.

#### **War:**

War is a double-edged sword. A well conceived and executed war can reap big rewards for an empire such as the acquisition of new Provinces, and control of trade routes. However, war costs men and money, and results in devastation for the provinces unlucky enough to experience it. If a war drags on for too long, even the victorious player may find their provinces so damaged and resources so drained, that no net benefit has been gained. Or even worse, that it has weakened their state to the point where it is vulnerable to invasion by a third party.

With these factors in mind, players should carefully consider how much they stand to gain before committing to a war. And if war is joined, but not swiftly brought to a conclusion, all parties should consider parley as a preferable option to weakening themselves even further.

#### **Trade:**

Players who don't work hard in this part of the game will find themselves slipping behind in revenue. When Provinces become more Developed, a few extra Trade items can mean a huge difference in income, which can translate directly to a mismatch in Victory Points or military force. It is probably best to study the situation during the Trade Phase instead of immediately swapping Trade Goods with an adjacent empire -- players desperate for income can produce some pretty convoluted but more profitable deals. And it is sometimes worth considering that although both parties can benefit from a deal, it isn't always wise to enter Trade with a potential enemy who will gain more from a deal than yourself -- a Trade item doesn't hold the same value for every player. Players should always be on the lookout for opportunities to demand Trading concessions or even force Trade to pass through them instead of around them by blocking Trade with Galleys, if they are in a position of strength.

#### **Diplomacy:**

As stated previously, players who get involved in protracted warfare are going to fall behind in Development, and probably lose the game.

If a dispute over land or trade cannot be settled with a short, decisive military campaign, it is best to use the art of compromise. That's not to say that a strategy based on aggressive posturing cannot work, but if the bluff is called, such players aren't left with many options.

Players should also be on the lookout for alliances at every opportunity. Often a relatively small favour in terms of money or resources can pay off in a big way if it wins a friend, or at least keeps a potential enemy at bay. It is surprising how small tribute need be to mollify expansionist empires -- many players are more than happy to give up a certain conquest if it means they get to see the opposition scrape and bow. Equally surprising is how reluctant players generally are to pay tribute, even when the alternative is invasion.

But often the best use for alliances amongst smaller empires is the mutual defence pact. Players simply choose to combine their military might if either partner is attacked, thus presenting a stronger front to the other players. If weak empires allow themselves to become divided, it is almost certain they will fall.

#### **Playing with less than 7 players.**

Seven is the ideal number of players for this game. When playing with less than seven players, reducing the number of Provinces available for Development keeps the game 'tight'. This is most easily accomplished by declaring normal Provinces to be Barbarian Areas, and hence off-limits to Player Units and Development. The following paragraph lists Provinces to be 'removed' in this way. For example (Bx) declares all of the British Cultural Group Provinces as Barbarian Areas, whereas (B1) would mean only that particular Province.

**6 players:** Britain (Bx) and Gaul (Gax), except for Ga1.

**5 players:** As above, including Spain (Spx).

**4 players:** As above, including Ga1, Africa (Afx), Dacia (D2, D3, D4, D5), Pontic (Px), Illyria (III2, III3).

These additional Barbarian Areas are considered to be of the same type as the closest actual Barbarian Area.