

Campaign Season Sequence

1. Place (2x #players) Province tokens
2. Make available (2x #players) Conquest cards
3. Determine alliances / player order
4. Place starting units (1st season only)
5. Player actions (2 per player per round)

After 4 rounds play goes to next Phase.

6. Taxes and upkeep

5 Talents per influence token on board.
10 Talents if they own a city in the province.

7. Victory Points and Chaos

First number: VP to player with most Influence tokens
Second: VP to player with second-most.

Each city owned by a player: -3 CP.

Most CP: -10 VP

Second-most CP: -5 VP.

8. End of season

Round marker to starting position.
Campaign Season marker ahead one.





Multi-use cards turned face up for re-use.

Diplomacy cards returned to available cards face up.

Player Actions

a. Buy a Conquest Card

Once per round

-  Immediate Use
-  Diplomacy
-  Senator
-  Multi-use

No Symbol: effects last rest of the game.

b. Recruit

2 CP

Place in province/adjacent sea zone with at least one Influence token and a General or Caesar.

Infantry	5	Galley	15	Catapult	15
Cavalry	10	General	20		

c. Buy Influence token

10 Talents

General present: 1 token. Caesar present: 2 tokens.

1+ owning military land units present prevents buy.

d. Special Tax (5-25 Talents) 1 CP per 5 Talents

e. Move Land Units

From a single province containing a General/Caesar any number of contiguous provinces. Must stop in province occupied by a non-Allied military unit.

- non-Allied Galleys in the sea zone stop 'arrow' move.

Sea move from a province adjacent to a sea zone to any other province adjacent to a sea zone with a Galley in it.

- max 4 units (+ any number of Generals/Caesar) per Galley adjacent to the destination province.
- No unit move before embarking.

f. Land Battle

- Commit galleys?
- Allies lend units?

One full round must be played before option to retreat.

Roll 3 dice each

- +1 die for General/Caesar from Alliance in battle
- +1 if defender owns a city in the province

Hit = each die matching a unit type in your battle army.

Attacks simultaneous unless defender is defending a city in which case he attacks first.

May retreat all units to Allied adjacent province. If all military units are lost, Generals/Caesar must retreat to any adjacent province.

Loser of the battle gains 2 CP.

g. Naval Move/Naval Battle

Move any Galleys to any single destination sea zone and may then declare a naval battle.

Roll 1 dice for each galley

- No retreat; battles last a maximum of 3 rounds

h. Pass

Senate Vote

May use a Senate Vote card once per Campaign Season.

