

SUCCESSORS

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INTRODUCTION

*When Alexander the Great died in 323 BC, he left no clear heir to the vast empire he had conquered. Soon after his death, his generals went to war over who would become Alexander's successor or the regent of his realm. By 305 BC, they had given up trying to establish a legitimate successor and begun carving out kingdoms of their own. *Successors* is a game based on the Wars of Alexander's Successors, in which each player controls a faction of the once-united Macedonian army. Now it is your turn to claim victory, either by achieving royal legitimacy within Macedonian society, or by controlling the most valuable provinces of Alexander's immense empire.*

*Hear me, brave generals! Fear not at the sight of these rules! If you are discovering this game on your own, first carefully remove everything from the box and spread out the map. Find the Play Book and go through the Example of Play, following along on the map and Player Aids while looking at the pieces and cards. That's the best way to introduce yourself to *Successors*.*

A better way to learn the game is to have someone teach you. Watch a video or two online if you can. Any time you have questions, please post them at boardgamegeek.com in the *Successors* Rules forum. They will be answered quickly.

It is possible to learn to play *Successors* by reading these rules. Please understand that these rules are designed to cover *all* the specific details and unusual situations that might come up in a game, no matter how rare, instead of explaining just the main concepts and details you need to know to play. Your first resource for answering questions should be the Player Aids. Wait to consult the rules until you encounter unusual or confusing situations, or until you have several hours available to explore the complete details and intriguing possibilities that await you inside this deluxe edition of *Successors*.

Table of Contents

- | | | |
|------------------------------|--------------------------------------|--------------------------------------|
| 1. Inventory | 6.2. Tyche Segment | 11. Land Interception and Withdrawal |
| 2. Board, Map and Key Terms | 6.3. Activation Segment | 12. Evasion |
| 3. Victory Conditions | 6.4. Forage Segment | 13. Naval Movement and Battles |
| 3.1 Instant Victory | 7. Generals and Military Units | 14. Land Battle |
| 3.2 Regency Victory | 7.1. Generals | 14.1 Attacker and Defender |
| 3.3 End Game Victory | 7.2. Combat Units (CUs) | 14.2 Battle and Major Cities |
| 3.4 Victory Tie Breaker | 7.3. Fleets | 14.3 Battle Cards |
| 3.5 Victory Points | 7.4. Independent Armies | 14.4 Royal Army CUs |
| 3.6 Legitimacy | 8. Royal Family Members | 14.5 Local Troops |
| 3.7 Champions and Successors | 9. Activation and Movement | 14.6. Battle Strength |
| 3.8 Burying Alexander | 9.1 Activation | 14.7. Battle Score |
| 4. Setup | 9.2 Determining Movement Points | 14.8. Commanding General Loss |
| 5. Sequence of Play | 9.3 Spending Movement Points | 14.9. Battle Losses |
| 6. Strategy Phase | 9.4 Movement and Major Cities | 14.10. Retreat |
| 6.1. Surrender Segment | 9.5 Activation of Independent Armies | 15. Sieges |
| | 10. Land Movement Procedure | 16. Optional Rules |
| | | 17. Index |

1. INVENTORY

A complete game of *Successors* contains:

- ❖ Game Board
- ❖ 5 Player Aids
- ❖ This Rulebook
- ❖ Playbook



- ❖ 20 Minor general counters (4 per player)



- ❖ 200 Political Control (PC) markers (40 per player)

- ❖ 10 Faction markers (2 per player)



- ❖ 5 Capital markers/1V marker

- ❖ 5 Capital construction marker/2V marker



- ❖ 45 Independent PC markers

- ❖ 5 Independent Armies

- ❖ 3 Victory markers



44 Mercenaries

8 Elephants

24 Cavalry

28 Loyal Macedonian

4 Royal Army



1 Silver Shields 1 Helepolis



- ❖ 4 Siege markers

- ❖ 3 Looted markers

- ❖ 1 Game Turn marker

- ❖ 8 Fleet tokens



- ❖ 12 Legitimacy markers

- ❖ 8 Popularity markers



- ❖ 5 six-sided dice



- ❖ 2 Elephant dice



DEMETRIOS
2 2



DEMETRIOS
2 2

- ❖ 16 General miniatures
- ❖ 20 General stands and 20 General counters (optional)



- ❖ Funeral Cart and Alexander's Tomb miniatures

- ❖ 3 Female and 3 Heir miniatures



- ❖ 7 Royal Family counters (optional)

- ❖ 30 plastic rings in 5 player colors

- ❖ 20 plastic stands in 5 player colors (optional)



- ❖ 70 large Tyche cards



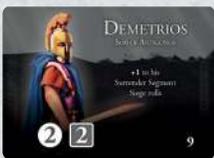
- ❖ 33 Province cards



- ❖ 5 large Faction cards



- ❖ 1 large Movement allowance card



- ❖ 20 General cards

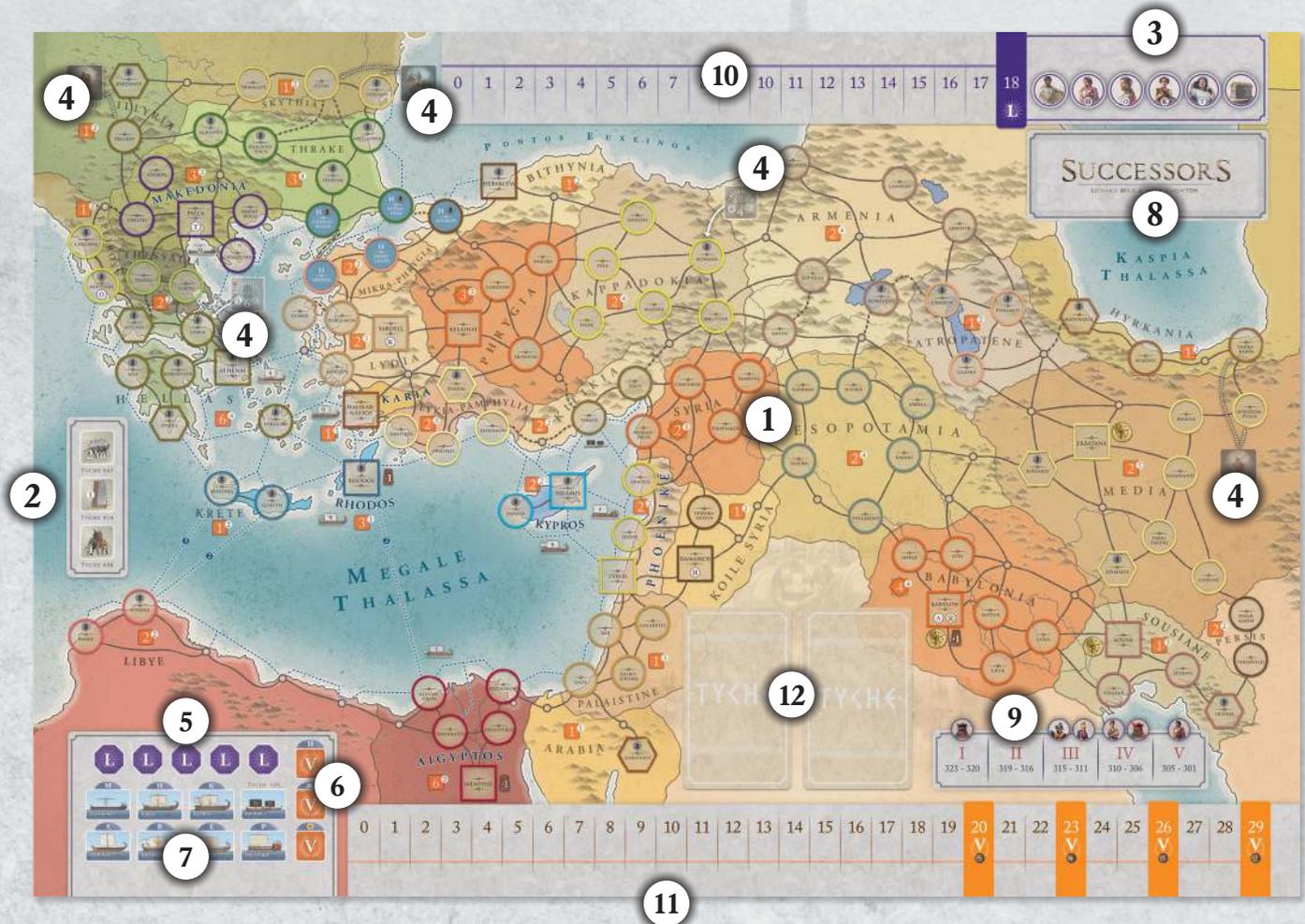


- ❖ 1 First Player marker



- ❖ 1 Usurper marker

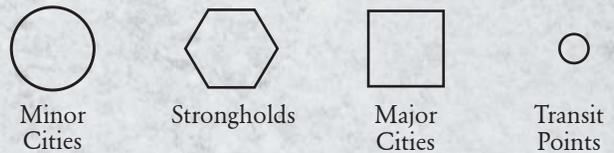
2. BOARD, MAP AND KEY TERMS



The Board of *Successors* has these areas:

- ① **The Map:** Spaces, Paths, Provinces and Regions
- Holding Boxes for**
- ② Unique Counters
- ③ Royal Family Members
- ④ Independent Armies
- ⑤ Legitimacy markers
- ⑥ Victory markers
- ⑦ Fleet Tokens
- ⑧ **The Dispersed Box**
- ⑨ **The Turn Track**
- ⑩ **The Legitimacy Track**
- ⑪ **The Victory Track**
- ⑫ **The Tyche Draw Pile and Discard Pile**

Spaces: There are 4 kinds of spaces on the map:



○ **Minor Cities:** Most spaces on the map are Minor Cities. Minor Cities controlled by a player are easy to capture. Independent Minor Cities are more difficult to capture, requiring 1 Siege Point.

⬡ **Strongholds:** They represent areas that are dangerous for Macedonian forces. While Independent, these spaces require 2 Siege Points to capture, and Armies passing through them suffer Attrition. However, when a Stronghold space is uncontrolled, or controlled by a player, it is treated in all ways as a Minor City.

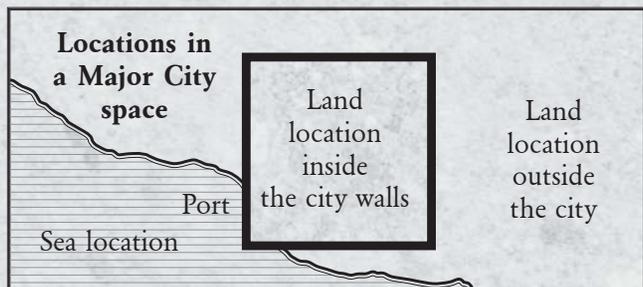


Ports: Any space connected by one or more Sea paths is a port. Naval Movement begins and ends in ports.

Major Cities: Major Cities are the most important spaces on the map. A controlled Major City may only be captured by accumulating 3 Siege Points. Major Cities allow players control their surrounding Province and keep nearby Minor Cities from being isolated.

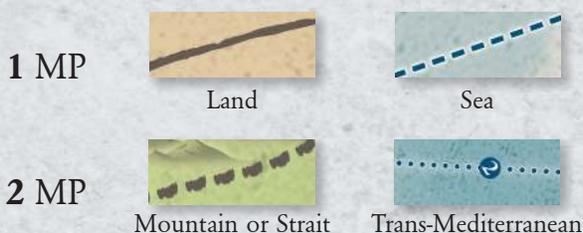
Locations: A location is an area within a space (i.e. a part of a space). Most spaces have just 1 location (a land location), but a space can have 2 or 3 locations:

- Every Major City space includes a land location inside the city walls and another land location outside the city. The outside location surrounds the inside location, except where the inside touches the sea. Pieces enter or leave a Major City space through its outside land location using Land Movement.
- Every port space includes a sea location. A Port is any space accessible by one or more sea paths. Naval Battles and Naval Movement occur in sea locations. Pieces enter or leave a Major City through its sea location using Naval Movement.



Transit Points represent sparsely settled areas with limited resources. Armies with more than 3 Combat Units on a Transit Point lose one Combat Unit in their Forage Segment.

Paths: Spaces are connected by paths. Pieces use Land Movement to move between spaces over Land, Mountain, and Strait paths, and Naval Movement to move over Sea and Trans-Mediterranean paths.



Adjacent spaces: Two spaces are adjacent if they are connected by a Land, Mountain, or Strait path. Spaces connected only by Sea or Trans-Mediterranean paths are not adjacent.



Political Control Markers (PCs): Each player has a set of their own color of Political Control Markers (PCs). Gray PCs represent Independent forces opposed to Macedonian rule.

Each space may contain only 1 PC, and PCs may never be placed on Transit Points.

A space with a player's PC is controlled by that player. A space without a PC is uncontrolled.

A space with an Independent PC is Independent. A space that contains a **gray PC symbol** begins the game Independent.

Provinces: A Province is a set of spaces grouped on the map by color. Each Province has a name and at most one Major City.



Example: The Minor City space Paphos (1) and the Major City space Salamis (2) make up the island Province Kypros. Note that the circle and square around Paphos and Salamis are the same color.

Each Province on the map shows 2 numbers: The larger number on the left in an orange box indicates the Victory Points (VP) you gain while you control the Province.

The smaller number on the right in a white circle is the number of spaces you must control (including its Major City, if it has one) in order to control the Province.

Each Province has its own Province card:



Province Control: You control a Province if you control its Major City (if it has one) **and** you control more than half of its spaces, counting its Major City (if it has one), but never Transit Points. Each Province is either controlled by a player, Independent, or uncontrolled. While you control a Province, place its Province card in front of you, off the map. Province cards are intended to help you remember the details of the Provinces you control. You can use them to verify your total number of Victory Points.

Adjacent Provinces: Two Provinces are adjacent if any of their spaces are connected by a Land, Mountain, or Strait Path. Provinces connected only by Sea or Trans-Mediterranean paths are not adjacent.



Example: The Province of Thrace (1) is adjacent to both the Provinces of Mikra Phrygia (2) and Bithynia (3) due to the Strait paths.

Regions: A Region is a set of Provinces:

- Africa** Agyptos and Libye
- Europe** Makedonia, Thessalia, Hellas, Thrake, Skythia, Illyria, and Epeiros
- Major Islands** Krete, Rhodos, and Kypros
- Asia** All other Provinces



The background colors on the map also indicate Regions. The Province and the Region it falls into are highlighted on each Province card in the Region's color.

Holding Boxes: Holding boxes are where Royal Family Members, Independent Armies, special Combat Units, Legitimacy and VP markers, and Fleet Tokens are stored when they are neither on the map, nor in the Dispersed Box, nor on a Faction card, nor on a General card, nor removed from the game.



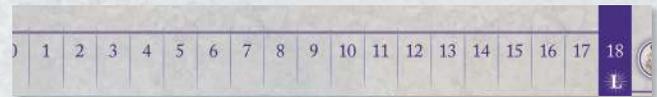
Dispersed / Dispersed Box: As the result of Land and Naval Battles, Overruns, and other causes, your Generals, Combat Units, and Fleets will often be rendered temporarily unavailable to you (but not removed from the game). This is called being Dispersed.

Place your Dispersed **Major** Generals, Combat Units, and Fleets in the Dispersed Box. Mark Combat Units and Fleets in the Dispersed Box with one of your PCs to show they belong to you. Your pieces will return from the Dispersed Box back onto the map in the Reinforcements Phase of the next Game Turn.

Victory Point Track: The VP Track is used to track each player's Victory Points.



Legitimacy Point Track: The Legitimacy Track is used to track each player's Legitimacy.



Important: Use each player's Faction markers to record each player's Legitimacy and Victory Points on the Legitimacy Track and the Victory Point Track. **Keep these up to date at all times!** It is important for all players to know when a player is close to Instant Victory or Regency Victory, and who might become the Usurper in the next Game Turn.

Update the markers on the track when **anything** changes, and verify the position of the markers on the track as often as needed to keep the Tracks up to date and accurate.



Enemy: An Army, General, Combat Unit, Fleet, PC, or controlled space that belongs to another player, or is Independent, is enemy to a player and to that player's pieces and spaces. Everything belonging to any player is enemy to Independent Armies and spaces with Independent PCs. A space with an enemy PC is an enemy space.

Important: "Enemy" in the Tyche card text means enemy to the player playing the card.

Faction: A Faction is all game pieces and cards that belong to one player. Faction can also simply mean the player. Independent pieces belong to the Independent Faction.

Independent: Gray PCs and Independent Armies are Independent. A space with an Independent PC is an Independent space.

On Map / Off Map: A piece is "on map" if it is in a space on the map. A piece is "off map" when it is in a holding box, the Dispersed Box, on a Faction card, or otherwise physically off the Board but not removed from the game.

You should place your unused Minor Generals, PCs, and available Fleets in front of you, off map, ready for use.

3. VICTORY CONDITIONS

There are three different paths to victory. You can win instantly, if your power or your legitimacy is so great, that you're acclaimed the one and only successor of Alexander the Great. Or an Heir, supported by a powerful Regent, may inherit Alexander's throne, bringing peace to part of the Macedonian empire. You can win at the end of the game, if you manage to gather more power than any other player.

3.1 Instant Victory



Two conditions result in Instant Victory, ending the game, except on Game Turn I:

- You have **18 Legitimacy** *Congratulations! You are the legitimate successor to Alexander the Great!*
- You have a total number of Victory Points that depends on the number of players:



5 players: **20** VP
 4 players: **23** VP
 3 players: **26** VP
 2 players: **29** VP

3.2 Regency Victory

An Heir, supported by a powerful Regent, may inherit Alexander's throne, bringing peace to part of the Macedonian empire. This is called a Regency Victory, and it ends the game.

If you control Alexandros in the Preparations Phase of Game Turn IV and you have the highest total of L + VP at that time, you win! Similarly, if you control Herakles in the Preparations Phase of Game Turn V, and you have the highest total of L + VP at that time, you win! If tied for highest L + VP, you must win the Victory Tie Breaker to win the game.

If you control the correct Heir but do not win the game, that Heir is assassinated and the game continues. If the Heir is alive, but uncontrolled, the player with the highest total of L + VP wins. This is applicable in Turn IV and in Turn V.

3.3 End Game Victory

If no one has won by the end of Game Turn V, the player with the highest VP total wins. If tied for highest VP, the tied player who wins the Victory Tie Breaker wins the game.

Legitimacy does not matter in this situation.

3.4 Victory Tie Breaker

Break any tie for Regency Victory or End Game Victory using these tie breakers in the following order:

- 1) The tied player who controls Makedonia wins, or,
- 2) The tied player with the highest combined number of Loyal Macedonian, Royal Army, and Silver Shields CUs wins (CUs in the Dispersed Box count toward this total), or
- 3) The tied player with the most Senior General (Generals in the Dispersed Box count toward this) wins.

3.5 Victory Points (VP)

You gain Victory Point (VP) in the following ways:



PROVINCES - You gain VP for each Province you control. While you control a Province, place its Province card in front of you (consider it a VP marker).

Victory Points represent the wealth and influence gained by controlling provinces and trade routes.



LORD OF ASIA - While you control the Provinces of **Phrygia, Syria, and Babylon**, you gain 4 VP. Place the 4 VP marker on your Faction card.



LARGEST FLEET - The player with the largest **Fleet Strength** gains 3 VP, as long as their Fleet Strength is at least 3. Your Fleet Strength is the total of the numbers on the faceup side of the Fleets you control, including Fleets in the Dispersed Box. While you have the Largest Fleet, place the 3 VP marker on your Faction card. If players are tied for highest VP Fleet Strength, no one gains these VP.



HELLESPONT - While you control the five port spaces indicated on the map with a white "H" and blue background near the Propontis, you gain 2 VP. Place the 2 VP marker on your Faction card.



CAPITAL CITY - If using the optional Tyche card *Foundation of a Capital*, you gain 2 VP while you have a Capital City and 1 VP for each one you have captured. Place Capital VP markers on your Faction card as it is indicated in 16.1.

3.6 Legitimacy

Your Legitimacy is a number measuring how deserving you are, in the eyes of the Macedonian Assembly, to be granted the royal authority and power of Alexander the Great.

Legitimacy applies to your Faction as a whole and can never fall below 0. Update each Faction marker on the Legitimacy Track as soon as it gains or loses L. The Independent Faction has 0 L at all times.

The main source of Legitimacy is the control of a Royal Family Member.

Alexandros (Heir)	5 L
Philippos (Heir)	4 L
Herakles (Heir)	2 L
Olympias (Female)	3 L
Kleopatra (Female)	3 L
Thessalonike (Female)	2 L

Important: Count the L of only **one** Heir (the highest) you control, but count the L of **all** Females you control.

Other ways to gain or lose Legitimacy (L) are:

Be a Champion or Successor	3 L / 0 L
Bury Alexander in Pella	10 L
Control the Tomb's space, if not Pella	2 L
Control Makedonia (be "Strategos of Europe")	2 L
Have Perdikkas (alive) in your Faction	1 L
Have Leonnatos (alive) in your Faction	1 L
Play the optional Tyche card <i>Oracle</i>	1 L
Play Tyche card <i>Persian Popular Support</i>	-2 L
Be the target of Tyche Card <i>Condemnation</i>	-3 L

When one of the above applies to your Faction, place the corresponding purple 'L' marker on your Faction card.

3.7 Champions and Successors

To be a Champion means the Generals in your Faction (at least publicly) support the idea of keeping the empire intact and united under one king (or regent). Champions thus support the rightful, legitimate heir to Alexander, whoever that may be.

All players begin the game as Champions. Usually by the end of the game only one player is still a Champion.

Champion or Successor: Each player is either a Champion or Successor. Being a Champion is worth 3 L. Being a Successor is worth 0 L. Show your status by placing your '3L/0L' marker with the correct side up on your Faction card.



Becoming a Successor: Champions immediately become

Successors, even in the middle of a Procedure, when they "attack" a CU, Major General, or Major City of a Champion who is **not the Usurper**. An "attack" for this purpose is defined as any of the following:

- Starting a Land Battle as the Attacker
- Fighting a Naval Battle as the Interceptor
- Conducting a Siege against a Major City they control, regardless of how many Siege Points are gained
- Overrunning one or more of their CUs
- Dispersing their Major General during their own Tyche or Activation Segment

If a player attempts to attack, but the attack does not happen (i.e. something stops the Procedure before the attack actually occurs), then that player's Champion status does not change.

Besieging a Major City (without conducting a Siege), removing Minor City PCs, and capturing Royal Family Members cannot change a Champion to a Successor.

Important: However, loss of Champion status occurs before you calculate and apply the effects of Prestige.

Becoming a Champion Again: A Successor becomes a Champion again if their Victory Point total drops to 0. Flip that player's Champion marker back to its '3L' side.

3.8 Burying Alexander

To earn Legitimacy by creating an honorable final resting place for Alexander, a player controlling the Funeral Cart may bury Alexander; this converts the Funeral Cart into the Tomb. You must meet the following conditions to bury Alexander:

- 1) You must control the Funeral Cart.
- 2) The Funeral Cart must be in a Major City space and on land (but can be inside or outside the city walls). You do not need to control the space, and it may be Babylon.
- 3) There must be no enemy CUs in the Cart's **location**.
- 4) It must be done during Game Turn II or III.
- 5) It must be done during your own Forage Segment or during a Turn End.

If you achieve **all** of the above conditions, you may build the Tomb and bury Alexander at that Major City. Replace the miniature of the Funeral Cart with the miniature of the Tomb, and/or flip the Funeral Cart counter to its Tomb side. Place the miniature/counter on the map outside the Major City.

Legitimacy of the Tomb: If you bury Alexander at the Major City Pella in Makedonia, you receive **10 L** that you can never lose. If you bury Alexander at any other space, the player who controls that space receives **2 L**, but only while that player controls the space. That '2L' marker always belongs to the player who controls the space containing the Tomb and may be lost, if that player loses the control of that space.

Expiration Date: If Alexander has not been buried by the Turn Preparation Phase of Game Turn IV, the Funeral Cart is removed from the game (*the body has been stolen and lost to history*).

4. SETUP

To setup the game for the main scenario, first determine how many players you have and which optional rules you will use (Section 16). Then take everything out of the box and place the board in the center of the table.

4.1 Place Non-Player Pieces

A Game Turn Marker - Place the Game Turn marker on the first space of the Turn Track.



B Tyche Cards - Add or remove the appropriate optional cards as well as the Tyche card 47B *Silver Shields*, then place the Tyche card deck on the Tyche Card Draw Pile on the board.

C VP and L - Place VP and Legitimacy markers in their matching holding boxes.



D Fleets - Place all Fleet Tokens in their matching holding boxes with their lower-numbered side faceup.



Independent PCs - Place an Independent PC in every space on the map that contains a gray PC symbol.

Exception: In a game with 3 or 5 players, Apollonia is the only space in Thrace that receives an Independent PC.

F Independent Armies - Place LEOSTHENES in Lamia (Hellas), ARIARATHES in Komana (Kappadokia), and the other three Independent Armies in their holding boxes as shown on the board.

G Unique Counters - Place a 4 CU Elephant counter, the Helepolis marker, and the Silver Shields counter in their matching holding boxes.



H Off Board Pieces - Sort and place the following on the table near the board:

- The other CUs, sorted by type and number of CUs
- The remaining Independent PCs
- The remaining '1L' markers





- The Looted, Siege Point, and Popularity Point markers
- The Province cards
- The Movement Allowance Table (Movement Card)

- The five six-sided dice and two Elephant Dice
- The First Player (Throne) marker
- The Usurper (Alexander's ring) marker

4.2 Place Royal Family Members

- 1 Place the miniature of **Olympias** in Molossia (Epeiros), or her counter with the gray side up.
- 2 Place the miniature of **Thessalonike** in Pella (Makedonia), or her counter with the gray side up.
- 3 Place the miniature of **Kleopatra** in Sardeis (Lydia), or her counter with the gray side up.
- 4 Place the miniature (or counter) of **Philippos** (4L) in his holding box.
- 5 Place the miniature (or counter) of **Herakles** (2L) in Damaskos (Koile Syria).
- 6 Place the miniatures (or counters) of **Alexandros** (5L) and the **Funeral Cart** in Babylon (Babylonia).



4.3 Sort Major Generals

Sort the General cards of the Major Generals into the following groups, depending on the number of players.

A. Any Number of Players

- Event Generals:** Polyperchon, Demetrios, Kassandros, Peukestas
- Unavailable Generals:** Pleistarchos, Menelaos, Polyarchos

B. Two or Four Players

- Starting Generals:** Perdikkas, Antipatros, Krateros, Ptolemaios, Leonnatos, Peithon, Antigonos, Eumenes
- Reserve Generals:** Aristonous, Nearchos, Asandros, Lysimachos, Seleukos

C. Three Players

- Starting Generals:** Perdikkas, Antipatros, Krateros, Ptolemaios, Leonnatos, Peithon, Antigonos, Eumenes, Lysimachos
- Reserve Generals:** Aristonous, Nearchos, Asandros, Seleukos

D. Five Players

- Starting Generals:** Perdikkas, Antipatros, Krateros, Ptolemaios, Leonnatos, Peithon, Antigonos, Eumenes, Lysimachos, Seleukos

Reserve Generals: Aristonous, Nearchos, Asandros

4.4 Distribute Major Generals

Unavailable Generals: Put the General cards, miniatures, and standees of Unavailable Generals back in the game box.

Event and Reserve Generals: Place the General cards, and miniatures (or standees) of Event Generals in a group near the board. Setup a similar area for Reserve Generals.

Starting Generals: Shuffle the General cards of Starting Generals and deal them to players as follows:

- | | |
|--------------------------|---------------------------|
| 2 players | 4 Generals to each player |
| 3 players | 3 Generals to each player |
| 4 or 5 players | 2 Generals to each player |

Five Players: In a five-player game, choose one General card to discard from those you were dealt. Then shuffle the discarded General cards and deal one to each player.

Miniatures, Standees, and Chairs: Give each player the miniatures or standees corresponding to their Major Generals. You can now determine your seating arrangement based on the starting positions of each player's Generals.

4.5 Hand Out Player Pieces

Let each player choose their Faction color, then give them:

- Their 4 Minor Generals and PCs
- Their Faction card and their '3L' Champion marker
- Their Faction markers and Player Aid card
- Their plastic rings (if using miniatures for Generals or Royal Family Members) or stands (if using standees) (for 2 player games, give each player 2 colors)
- Both of their Capital City markers if you are using the optional Tyche card *Foundation of a Capital*

Place your '3L' marker on your Faction card. Place one of your faction markers at 0 on the VP Track and one of your faction markers at 3 on the Legitimacy Track. Place your other pieces and cards off the map in front of you.



4.6 Place Starting Major Generals

Attach a plastic ring of your Faction's color to your Starting Generals' miniatures (or stand for standees).

Beginning with the player who was dealt Perdikkas and proceeding around the table to the left, each player places the Major Generals they were dealt and their corresponding PCs on the map. Then collect your starting CUs, Legitimacy & Popularity markers, Province cards, and Fleet Tokens according to the Generals you were dealt (see below), and finally update your 'V' and 'L' markers on the Tracks.

Perdikkas in Babylon, 6 PCs in Babylonia
On his card **4 Royal Army & 2 Elephant CUs**, Funeral Cart, Alexandros, and his '1L' marker
Province card Babylonia VP+4 L+6

Antipatros in Pella, 5 PCs in Makedonia
On his card **2 Royal Army & 2 Loyal Macedonian CUs** and the '2L' marker for controlling Makedonia
Province card Makedonia, Fleet Makedonia VP+3 L+2

Krateros in Tarsos or Issos, 2 PCs in Kilikia
On his card **2 Royal Army & 2 Loyal Macedonian CUs** and his '2P' marker
Province card Kilikia VP+2 L+0

Ptolemaios in Memphis, 5 PCs in Aigyptos
On his card **2 Loyal Macedonian & 2 Mercenary CUs** and his '2P' marker
Province card Aigyptos, Fleet Aigyptos VP+6 L+0

Leonnatos in Abydos or Daskyleion, 2 PCs in Mikra Phrygia
On his card **2 Loyal Macedonian & 2 Mercenary CUs** and his '1L' marker
Province card Mikra Phrygia VP+2 L+1

Peithon in Ekbatana, 6 PCs in Media
On his card **2 Loyal Macedonian & 2 Mercenary CUs**
Province card Media VP+2 L+0

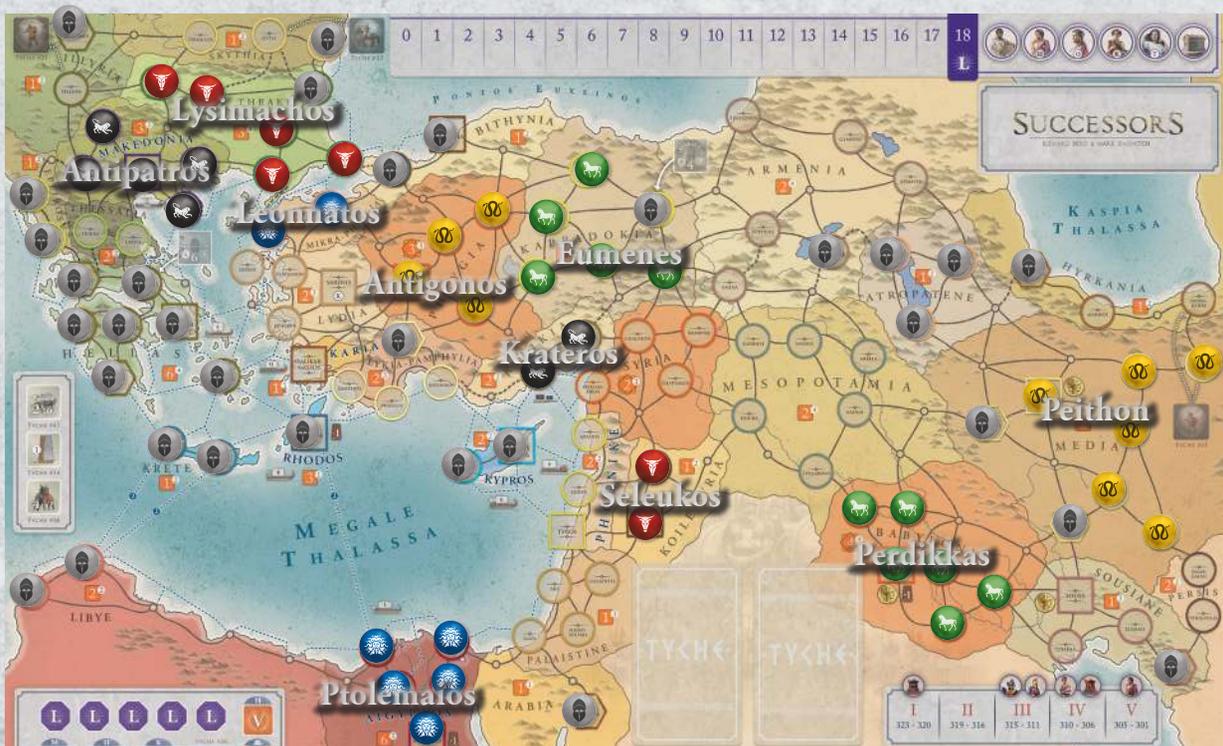
Antigonos in Kelainai, 4 PCs in Phrygia
On his card **2 Loyal Macedonian & 2 Mercenary CUs**
Province card Phrygia VP+3 L+0

Eumenes in any space in Kappadokia except Komana, 5 PCs in Kappadokia
On his card **2 Loyal Macedonian & 2 Mercenary CUs** and his '-2P' marker
Province card Kappadokia VP+2 L+0

Lysimachos in any space in Thrake, 5 PCs in Thrake
On his card **2 Loyal Macedonian & 2 Mercenary CUs**
Province card Thrake VP+3 L+0

Seleukos in Damaskos, 2 PCs in Koile Syria
On his card **2 Loyal Macedonian & 2 Elephant CUs** and Herakles (L +0 if in Perdikkas' Faction)
Province card Koile Syria VP+1 L 2/0*
*if in Perdikkas' Faction, Herakles does not add L as you only count 1 Heir

Only Starting Generals are placed on the map during Setup.



5. SEQUENCE OF PLAY

A game of Successors begins with Game Turn I and proceeds through up to 5 Game Turns. Each Game Turn consists of the following phases completed in the order shown. All players must complete each phase before moving on to the next phase. The game ends when a player wins an Instant Victory, Regency Victory, or End Game Victory.

1. **Preparations**
2. **Reinforcements**
3. **Drawing Tyche cards**
4. **Strategy**
5. **Isolation**
6. **Turn End**

5.1 Preparations Phase

In the Preparations Phase, make players aware of the rules for the current Game Turn and perform these events:

A. Turn Events and Exceptions

Game Turn I

Skip the Reinforcements Phase.

You also cannot move the Funeral Cart, bury Alexander's body, or win an Instant Victory.

Game Turn II

The event on Tyche card *Peukestas Satrap of Persis* is playable, as noted in the card text.

Game Turn III

If ANTIPATROS has not been killed, give POLYPERCHON to the player who was dealt ANTIPATROS. That player places POLYPERCHON in the same location (or Dispersed Box) as Antipatros, then removes Antipatros from the game.

Give DEMETRIOS (the son of ANTIGONOS) to the player who was dealt ANTIGONOS (whether or not Antigonos has been eliminated). That player must now place DEMETRIOS on the map as a Reinforcement.

Game Turn IV

Alexandros may inherit Alexander's throne or be assassinated. Check to see if a player wins a Regency Victory.

Reserve Generals may more easily join your Faction. Also, if Alexander has not been buried by now, remove the Funeral Cart from the game.

Game Turn V

Herakles may inherit Alexander's throne or be assassinated. Check to see if a player wins a Regency Victory.

B. Label the Usurper



The player with the most Victory Points receives and keeps the Usurper marker throughout the Game Turn. Break ties for most VP by naming the tied player with the most Senior General the Usurper.

The Usurper is typically the strongest threat to the other players but often behind in the struggle for Legitimacy. Ptolemaios' Faction is nearly always the Usurper on the first Game Turn, representing how he quickly emerged as the most disruptive challenger to the more legitimate leadership of Perdikkas.

C. Determine Turn Order



The player with the least VP in the Turn Order Phase decides who is the First Player throughout the Game Turn. Break ties for least VP by lowest die roll. Give the First Player marker to the First Player. The Player with the least VP also decides if the Turn

Order will proceed around the table to the left or to the right for that Game Turn.

5.2 Reinforcements Phase

At the start of each Reinforcements Phase, move all uncontrolled and Independent Fleet Tokens in the Dispersed Box to their holding boxes. Then each player collects:

- Their **Dispersed CUs, Major Generals, and Fleets**
- **2 Mercenary CUs** (from the unused off map pieces)

In addition:

- The player controlling the Province of **Makedonia** receives **1 Loyal Macedonian CU**
- The player who has the most **Legitimacy** receives **1 Loyal Macedonian CU** (if tied, the CU goes to the tied player with the most Senior General)
- The player with the most **Victory Points** receives **2 Mercenary CUs** (if tied, each tied player receives 1 Mercenary CU)

Placing Reinforcements

In Turn Order, you must place your Reinforcements on the map in spaces:

- With **your** PCs and no enemy CUs or enemy Generals
- or
- That contain an Unbesieged General of your Faction who has been on the map since the start of the current Phase (or since the start of the current Segment, for Reinforcements placed during a Tyche or Activation Segment).

2 CUs Per Space: You may place no more than 2 CUs per space unless the space has one of your Major Cities or your Major Generals at the time of placement. The Major General need *not* have been in the space at the start of the current Phase for the purpose of exceeding the 2 CU limit. He may himself be a Reinforcement; in other words, you may place the Major General on the map at the same time as the CUs.

No Eligible Space: If it is impossible to place all your Reinforcements on the map due to a lack of eligible spaces, you must place your remaining Reinforcements in uncontrolled or Independent spaces that have no enemy CUs or enemy Generals. These spaces cannot be in a Province controlled by another player. You may place no more than 2 CUs per **Province** in this way, even if the space has a Major City or if a Major General is being placed with them. In this case, a Major or Minor General must be placed with your CUs or the CUs will be immediately Dispersed. In the very rare case that there are no eligible uncontrolled or Independent spaces, Disperse your remaining Reinforcements.

5.3 Shuffle and Deal Tyche Cards Phase

In each Game Turn, shuffle the Tyche card deck, including all cards in the discard pile. Leave out cards removed from play and optional cards that were left out of the deck during setup. Then deal Tyche cards facedown to players as follows:

- 2 players** . . . 5 cards to each player, deal 10 cards facedown to the table
- 3 players** . . . 5 cards to each player, deal 5 cards facedown to the table
- 4 players** . . . 5 cards to each player
- 5 players** . . . 4 cards to each player

Place the remaining deck facedown on the Tyche Card Draw Pile area of the board.

5.4 Strategy Phase

The Strategy Phase is composed of rounds. Each round consists of each player performing the following actions (in Turn Order):

A. Surrender Segment

Remove enemy PCs, place your own PCs, conduct Sieges.

B. Tyche Segment

You must play one non-surprise Tyche card.

C. Activation Segment

You may either move or raise one Mercenary.

D. Forage Segment

You check the stacking of each of your Forces and remove one CU in each stack that exceeds the Forage Limit of one space.

5.5 Isolation Phase

In the Isolation Phase, each player in Turn Order determines which of their PCs are isolated and then removes their isolated PCs from the map. Turn Order matters, so remove your isolated PCs before the next player checks for isolation.

Isolated: Your PC is isolated if you cannot trace a continuous series of connected spaces from the PC's space to either one of your CUs or a Major City you control. Both the Besieging and Besieged players may trace to and through a Besieged space. The spaces in the series may be connected by any kinds of paths, but each space must be:

- Under your control, with or without enemy CUs, *or*
- Uncontrolled, without enemy CUs, *or*
- Enemy, with at least one friendly CU.

PCs in spaces with your CUs or your Major Cities are never isolated.

Independent PCs are never isolated.



Example: The Independent Army (led by Philon) is heading west. It ended its last move in Rbagai, (1) where there is no PC. The blue PC in Hekatompylos (2) is isolated. It cannot trace to their Major City of Ekbatana (3) because it is blocked by the enemy CUs of Philon's Independent Army at Rbagai (1) and by the Independent PC at Mardo. (4)

5.6 Turn End



In the Turn End of Game Turns II and III, it might be possible to bury Alexander's body. After considering burying Alexander, advance the Game Turn marker one space to the right on the Turn Track and begin the next Game Turn.

Exception: At the end of Game Turn V, determine who wins an End Game Victory.

6. STRATEGY PHASE

Nearly all of the action in Successors takes place in the Strategy Phase. Each Strategy Phase consists of a series of Rounds:

- 2, 3, or 4 players 5 Rounds per Strategy Phase
- 5 players 4 Rounds per Strategy Phase

Rounds, Player Turns, and Segments: Each Round is made up of a series of Player Turns, one for each player, completed in Turn Order. You must complete your Player Turn before the next player begins their Player Turn (give them the Movement Allowance Table card).

Each Player Turn is composed of the following Segments completed in the order shown. Complete each Segment before moving on to the next Segment.

1. Surrender Segment
2. Tyche Segment
3. Activation Segment
4. Forage Segment

Two or Three Players: At the end of each Round, reveal cards that were dealt face down as follows:

- 2 players. reveal 2 cards per Round
- 3 players. reveal 1 card per Round

If any of the following Bonus cards were revealed, resolve their events (not OPs) in the order they were revealed: *Unrest*, *Unrest Spreads*, *Plans of Their Own*, *Migration of Illyrian Tribes*, *Scythian Invasion*, and *23 000 Greek Soldiers* (these cards are marked with a different ornament). The player with the lowest VP resolves each event (break ties for least VP by lowest die roll). Place all revealed cards faceup on the discard pile.

Completing the Round: After completing each Round, either begin the next Round or, after the final Round of the Strategy Phase, move on to the Isolation Phase.

6.1 Surrender Segment

In each of your Surrender Segments, carry out these three steps in the order shown:

1. **Remove Enemy Player PCs:** You may remove player PCs from any enemy Minor Cities where you have at least 1 CU.
2. **Place PCs:** You may place one of your PCs in *any* uncontrolled Minor City, Stronghold, or Major City spaces where you have at least 1 CU, including spaces that became uncontrolled in step 1.
3. **Conduct Sieges:** You may conduct one Siege per space in any spaces where you have an Army with at least 3 CUs. You may place one of your PCs in each space where you complete a Siege.

6.2 Tyche Segment

In each of your Tyche Segments, you must select exactly **one** Event or Bonus card from your hand to play. If you do not have any Event or Bonus cards in your hand, you must play or discard Surprise cards (gaining a new card each time) until you have at least one Event or Bonus card in your hand.

Tyche cards come in 3 types: Event, Bonus, and Surprise.

	Event card	Bonus card (gold bar on top)
Operation Points (OPs)		
Card Name		
Event	<p>Choose one Army that belongs to another player. That Army suffers Attrition.</p> <p><i>Illness strikes men when they are exposed to change.</i> - Herodotus</p>	<p>Remove from play one Royal Family Member (except the Funeral Cart or Tomb) in the same location as your CU.</p> <p><i>He whom the gods love dies young.</i> - Menander</p>
	Proverb or quote (no effect on game)	
Card Name		Surprise card (red background, no Operation Points)
Event	<p>PLAY BEFORE A LAND BATTLE AGAINST THE SILVER SHIELDS (THAT DOES NOT INCLUDE AN INDEPENDENT ARMY).</p> <p>Eliminate one Silver Shields CU. If a Silver Shields CU survives, it belongs to you and fights in the battle.</p> <p><i>Poverty needs many things, but good everything.</i> - Aesop</p>	Proverb or quote (no effect on game)

Card Options: Carry out exactly **one** of the following options for the selected Event or Bonus card:

- Play the card for its event,
- Play the card for its Operation Points (OPs),
- If it is a Bonus card, play it for its event & then its OPs,
- Upgrade a Fleet,
- Recruit a Major General.

Surprise Cards: You can play Surprise cards at any time during a Strategy Phase, even in your opponent's turn. If two players want to play a Surprise card at the same time, the player earlier in Turn Order plays theirs first.

Right after you play or discard a Surprise card (except *Abura Mazda* & *Abriman*), draw a card from the top of the Tyche Card Draw Pile to replace it.

A. Resolve an Event

Before playing a card for its event, make sure to read all the text on the card, since many cards have pre-conditions that must be met before playing the event.



Example: Yellow plays Tyche card Kilikia Pirates for its event, gaining control of the Kilikia Fleet.

Remember that “enemy” in Tyche card text means enemy to the player playing the card.

Condemnation

The effect of condemnation if played while a General is condemned is that that General immediately gains 3L (and can trigger Instant Victory), then may be placed under condemnation again (thus losing 3L).

Unrest / Unrest Spreads

If all spaces in the indicated province(s) already have a CU or Independent PC, place the Independent PC in an eligible space in an adjacent Province. If there are no eligible spaces in any adjacent Province (or no adjacent Provinces), do not place a PC.

B. Spend Operation Points

When you play a card for its Operation Points (OPs), you may spend up to the number of OPs on the card, but you must choose exactly **one** (and only one) of the following ways to spend the OPs you receive by playing the card:

- Force-March,
- Place PCs,
- Train Troops.

B1. Force-March

Activate **one** of your Armies or Generals. Follow all the rules for movement and their consequences (pt. 9.2 and further), except the General receives Movement Points equal to the number of OPs you spend.

In this way an Army or General may be activated twice during a single Player Turn: once in the Tyche Segment and once again in the Activation Segment. Armies or Generals may also be activated in their Tyche Segment through play of the events on Tyche cards Major Campaign and Treasure City Looted.

B2. Place PCs

For each OP you spend, place 1 of your PCs in a space that is uncontrolled and has no enemy CUs. The space cannot be a Transit Point, and must be within 2 MPs of one of your PCs that was on the map at the start of the Tyche Segment. You can trace this 2 MPs distance over any type of path(s) except a Trans-Mediterranean path. *Important:* The 2 MPs distance may not be traced through a space (even using Sea paths) that contains an enemy CU or enemy PC.



Example: Instead of playing Kilikia Pirates for its event, Yellow plays the card for its 3 OPs and places PCs in Ephesos, ① Halikarnassos, ② and Xanthos. ③ Yellow can trace the 2 MPs distance from Kelainai ④ through the Transit Point, even though Kelainai is Besieged. Yellow cannot trace through Sardeis ⑤ to Pergamon ⑥ (blocked by the Blue PC) or to Lesbos ⑦ (too far from the nearest Yellow PC).

B3. Train Troops

Troop Types:

- Mercenary CU: 3 OPs to train
- Loyal Macedonian CU: 7 OPs to train

No CU in Training: if you do not have a CU on the Training Track of your Faction card, select a Troop Type, place the corresponding CU on a space of your Training Track equal to the OPs on your card.

CU already in Training: if you already have a CU on the Training Track of your Faction card (see example), move that CU up the Track a number of spaces equal to the OPs on your card.

Completing Training: When your Mercenary CU reaches the ‘3’ space, or your Loyal Macedonian CU reaches the ‘7’ space, immediately place it on the map as a Reinforcement. After placing a CU, if there are “left over” spaces to move, immediately select a Troop Type, and place the CU on the space equal to the excess OPs.



Example: Yellow does not have a CU on their Training Track. Yellow decides to spend a 4 OPs card to train troops and chooses a Loyal Macedonian unit to train. The player puts the chosen Loyal Macedonian CU on space '4' of their Faction card, ① indicating 3 more OPs are required for the CU to be placed on the map. With the same 4 OPs Yellow could have placed a Mercenary CU on the map and left another CU on the '1' space of their Training Track.

C. Upgrade a Fleet

By playing a 4 OP Tyche card, you may flip a Fleet you control that is not Dispersed from its lower numbered side to its higher numbered side. See if this changes who has the Largest Fleet.



D. Recruit a Major General

Recruiting Generals is easier than in previous editions of the game to help players remain competitive after losing a Major General.

You may select a Major General from the remaining group of off map Reserve Generals to join your Faction if you play a 3 or 4 OPs card in any of your Tyche Segments and:

- You have fewer living Major Generals in your Faction than the number you received during Setup, or
- You have exactly the same number of living Major Generals in your Faction as you received during Setup and the current Game Turn is IV or V.

Note: Dispersed Generals count as alive and in a Faction.

Card, Miniature, Standee, Ring, Stand: When you recruit a Reserve General, take his General card and miniature or standee. Attach a plastic ring of your Faction's color to the General's miniature (or stand for his standee).

CUs and Preferred Provinces: Recruited Reserve Generals arrive with CUs and have preferred Provinces as follows:

Lysimachos	1 Loyal & 1 Mercenary CU	Thrake
Seleukos	1 Loyal & 1 Elephant CU	Babylonia
Aristonous	1 Loyal & 1 Mercenary CU	Makedonia
Nearchos	2 Mercenary CUs	Any Port Space
Asandros	1 Loyal & 1 Mercenary CU	Karia

You can recruit Asandros *only after* Antipatros has died.

Placing Recruited Generals: Place the General's CUs on his General card. Then place the General in any space in his preferred Province that has no enemy CUs or enemy Generals. You may place one of your PCs in that space, removing any PC that was there (even if Independent and/or a Major City).

Alternatively, you may place the General as a Reinforcement, but in that case you cannot place or remove a PC.

6.3 Activation Segment

In each of your Activation Segments, you may activate all of your Armies and Generals (one at a time). See Section 9 for details.

Instead of activating Armies and Generals, you may place 1 off map Mercenary CU as a Reinforcement. You must announce your decision before rolling for Movement Points.

6.4 Forage Segment

In each of your Forage Segments, check every space on the map with any of your CUs (do not count enemy Besieged or Besieging CUs) to see if you have more CUs there than the space's Forage Limit:

	Forage Limit
Transit Point Space	3 CUs
Every Other Space	8 CUs

Eliminate 1 CU: If you have more CUs in a space than its Forage Limit, eliminate 1 of your CUs there of your choice.

Example: You have 12 CUs in a Major City, so you move 1 of them to the off board pieces that do not belong to any player.

7. GENERALS & MILITARY UNITS

7.1 Generals

Generals are the most important pieces in the game. During Setup each player receives a scenario-dependent number of Major Generals along with 4 Minor Generals.



Initiative Rating: This number affects how far the General can move, how well he can Intercept, and how easily he can Evade. Lower numbers are better.

Battle Rating: The General uses this to reduce bad luck in Land Battles. You change any individual die roll that is less than the **Battle Rating** to equal his Battle Rating. Higher numbers are better.

Special Ability: Each Major General has a Special Ability which applies only to the space the General occupies and only while he is a Commanding General.

Popularity Points (P): The Commanding General's P are added to the Faction's Prestige in case of a Land Battle or Siege. *Krateros and Ptolemaios were popular with Macedonian soldiers (+2P); Eumenes was unpopular (-2P).*

A. Seniority

Generals are rated for Seniority from the highest (20, Perdikkas) to the lowest (0, all Minor Generals). Seniority determines Commanding Generals and breaks ties.

The most Senior General of a Faction in a location is that Faction's Commanding General for that location. Other Generals of that Faction in this location are Subordinates. Place the standee/miniature of Subordinate Major Generals on their Commanding General's card.

B. Major Generals

Major Generals have better ratings than those of Minor Generals, but can be killed (in a Land Battle or by play of the optional Tyche card *Price of Failure*). You are not out of the game if all your Major Generals are killed - you may recruit new Major Generals, and you cannot lose your 4 Minor Generals.

During Setup, each of the 20 Major Generals is assigned to be a Starting, Reserve, Event, or Unavailable General, depending on the number of players in your game.

Starting Generals: 2 to 4 Starting Generals are dealt to each player during Setup. The 8 most common Starting Generals have a purple background on the top of their card.

Reserve Generals: When certain conditions are met, a Reserve General may join your Faction.

Event Generals: The 4 Event Generals enter play as follows:

- **KASSANDROS** enters the game when a player plays the event on Tyche card *Kassandra*.
- **DEMETRIOS** joins ANTIGONOS' Faction in the Preparations Phase of Game Turn III.
- **POLYPERCHON** replaces ANTIPATROS when ANTIPATROS is killed or leaves the game. If ANTIPATROS is killed, give POLYPERCHON to the player who was dealt ANTIPATROS. That player immediately places POLYPERCHON in any controlled space. Otherwise, POLYPERCHON joins ANTIPATROS' Faction when ANTIPATROS dies of old age in the Turn Preparation Phase of Game Turn III.
- **PEUKESTAS** enters the game when a player plays the event on Tyche card *Peukestas Satrap of Persis*.

Unavailable Generals: Unavailable Generals cannot be used at all during the game.

Ownership: Use a colored ring (for miniatures) or stand (for standees) to show which player owns each Major General.

C. Minor Generals

Minor Generals are represented by counters. Each Minor General has Initiative Rating (4), Battle Rating (2), and Seniority 0.

Even though the counters of Minor Generals have names, each Minor General can represent multiple individuals in the same turn, giving these pieces surprising flexibility.

In Your Turn: At any time during one of your Player Turns in a Strategy Phase, and as many times as you like, you may place one of your Minor Generals from off map into a location where you have at least 1 Combat Unit, remove one from the map, or reposition one on the map to a location where you have at least 1 Combat Unit, even into or out of a Besieged Major City.

Example: Red places the Minor General PHILOXENOS into a Besieged Major City. PHILOXENOS leads the Combat Units there in a sortie against the Besieging Army. After the battle, win or lose, PHILOXENOS may be repositioned to any other space on the map with one of your Combat Units.

In Your Opponent's Turn: During another player's Player Turn, you may place one of your Minor Generals from off map into a location containing your Army (not CUs without a General) to attempt a Land Interception, but not to attempt to Evade. Also, immediately after one of your Major Generals has been killed in your opponent's Player Turn, you may place one of your Minor Generals from off map (only) into the location where your Major General was killed.

Example: Ptolemaios, with no other Generals in his Army, wins a Land Battle in an enemy space during an opponent's turn. However, he is killed in the battle. His Faction places a Minor General from off map into the battle space to take command of the Combat Units that survived the battle.

Alone in a Space or Subordinate: After every Procedure every Minor General in a location without at least 1 of your Combat Unit, or who is a Subordinate General, must be removed from the map. **Exception:** Do not remove the Minor General if he or his Commanding General is about to separate and move away from his current location.

Use Minor Generals to show which Combat Units and Royal Family Members you control in uncontrolled or enemy controlled spaces, to move your Combat Units and Royal Family Members when you do not want to (or cannot) use a Major General, and to replace killed Major Generals.

7.2 Combat Units (CUs)

Combat Units (CUs) are the primary military pieces in the game, representing formations of phalangites, hoplites, peltasts, heavy and light cavalry, war elephants, siege equipment and other land forces of the era.



Two Loyal Macedonian CUs



Two Royal Army CUs



Two Mercenary CUs



Two Elephant CUs

Counters: CUs are represented by CU counters. The number on the left side of a CU counter is the number of

Combat Units represented by the counter. The number on the right in parentheses is the total Combat Strength represented by the counter. Players may 'make change' with CU counters of the same type throughout play as needed. The number of CUs provided is not an exhaustive limit; players may use substitutes if they run out of counters (except the Silver Shields and Royal Army CUs). CUs may return to the game after being eliminated, except the Silver Shields and Royal Army CUs. The number and type of CUs in play is public knowledge, and any player may examine any stack at any time.

Army: An Army is one or more Combat Units and a General that occupy the same location and belong to the same player. Independent Armies are also Armies.

CUs without a General: CUs in a space without a General cannot move, attempt to Intercept or Evade.

A. Indicating Ownership of CUs

Each CU on the map, on a General card, or in the Dispersed Box (except Independent Army CUs) belongs to a player. Identify which player a CU belongs to in these ways:

- Place your CUs that are in the same location or Dispersed Box as your Commanding Major General on his card.
- Place your CUs that are in the same location or Dispersed Box as your Commanding Minor (or Major, if you prefer this method) General under that General.
- CUs in a space or Dispersed Box with your PC after a Procedure belong to you, except CUs Besieging a space.

Important: After each Procedure, if you cannot show that you own some of your CUs by at least one of the above methods, those CUs must be placed in the Dispersed Box.

Example: Continuing the previous example, if a Minor General had not been available off map to place in the battle space after Ptolemaios was killed, all the CUs in Ptolemaios' Army would have had to move to the Dispersed Box (together with a PC to show who owns them).

B. Mercenary CUs



Each Mercenary CU has a Combat Strength of 1. The illustrations on CU counters are not significant; each Mercenary CU is equivalent to every other Mercenary CU. *Mercenaries are the easiest type of CU to obtain and to lose.*

C. Elephant CUs

Elephant CUs have variable combat strength. *They are the least predictable CUs.*

Perdikkas and Seleukos begin the game with Elephant CUs. More can enter the game only via Tyche card events. Elephants are vulnerable to destruction in Overruns and battles and when suffering Attrition.

Variable Combat Strength: When determining Battle Strength in a Land Battle, roll an Elephant Die once for each individual participating Elephant CU. The number of Elephant symbols on the roll is the Combat Strength of that particular Elephant CU. Alternately, roll a normal die and subtract 2 from

the roll, treating results less than 0 as 0. Elephant CUs cannot have a Combat Strength less than 0.

Example: A player has 3 Elephant CUs in a Land Battle. The player rolls a normal die 3 times, rolling 3, 5, and 1. The Combat Strength of the Elephants is 1, 3, and 0 respectively, making the combined Combat Strength of the Elephant CUs 4.

D. The Silver Shields

The Silver Shields enters the game when a player plays the event on Tyche card 47A *Silver Shields*. Thereafter, the *Silver Shields* card 47A is removed from game and replaced by the Tyche card 47B. It is a Surprise card that allows to steal ownership of the Silver Shields and reduces its number of CUs by 1 (which may eliminate it).

The Silver Shields is a force of elite combat veterans. It is the finest fighting unit in the game, but not permanently attached to any Faction.



Counter: This counter enters the game at full strength on its 2 CU side. You may neither split up nor increase the CUs of this counter in any way, even after it is reduced to 1 CU or eliminated. When eliminated, permanently remove it from the game.

E. Loyal Macedonian CUs



Each Loyal Macedonian CU has a Combat Strength of 2. *Loyal Macedonians cost more to train than Mercenaries, but are harder to destroy in Overruns and battles.*

F. Royal Army (RA) CUs



Royal Army CUs (or “Royals”) have a purple bar on their counter. Each Royal Army CU has a Combat Strength of 2. *They represent Macedonian veterans who are not strongly attached to any Faction, but are loyal to whomever they perceive to be the rightful heir to the Macedonian throne.*

Eight CU Limit: There are exactly 8 RA CUs, and all of them begin the game on the map (in the Armies of Perdikkas, Krateros, and Antipatros). When an RA CU is eliminated, permanently remove it from the game.

Prestige is a number measuring how willing Royal Army CUs are to fight for a side in a particular Land Battle or to defend a city in a Siege. Prestige also affects the Tyche cards *Mutiny* and *Alexander's Ghost*. Prestige applies to particular spaces, can be different for each Land Battle or Siege, and can change during a Procedure. Prestige can never be lower than 0.

Calculating Prestige: A side's Prestige in a determined location is its Faction's current Legitimacy plus any Popularity Points (P) it can use in the determined location.

Note: Loss of Champion status occurs before you calculate and apply the effects of Prestige.

Only Popularity Points that apply to a Commanding General can be used. Ignore Popularity Points of Subordinate Generals.



Krateros (+2P), Ptolemaios (+2P), and Eumenes (-2P) have Popularity Points on their General cards.

The Prestige of an Independent Army is always 0.

How to increase your Popularity and Prestige:



Defeat Independent Armies: When a Major General defeats an Independent Army, he gains +1P. He keeps it until he is killed.



Sacred Ground: A General temporarily gains +4P when *defending* in a Land Battle in the space containing the Funeral Cart or Tomb. His Faction also must control the Funeral Cart or the space with the Tomb.

Gift of Oratory: A General temporarily gains +5P when the event on Tyche card *The Gift of Oratory* is played on him.

Land Battle: If there are RA CUs on either side of a Land Battle, determine each side's Prestige for the battle space. If Prestige is **lower** on a side with RA CUs, set apart all RA CUs on that side. Those RA CUs do not contribute to their side's Battle Strength and *cannot* be eliminated in that battle. If their side loses the battle, RA CUs that were set apart defect to the other side at the end of the battle (i.e. the RA CUs then belong to the winning player).

All Royal Army CUs: If **all** CUs on either side of a Land Battle are RA CUs, determine each side's Prestige.

If Prestige is lower on a side with only RA CUs, the Land Battle does not occur, and those RA CUs defect to the other side. Disperse any Generals that were on the initial side of the defected RA CUs.

Overruns: RA CUs involved in Overruns, whether Overrunning or being Overrun, ignore Prestige, count normally, and never defect. An Army made up of only RA CUs Disperses an enemy General who has no CUs (and who fails to Evade) just like a normal Army, regardless of Prestige.

Besieged: If there are RA CUs inside a Major City when an enemy Army conducts a Siege against it that results in adding at least 1 Siege Point, determine the Prestige of the Besieged and Besieging forces. If Prestige is lower on the Besieged side, the Besieged RA CUs immediately defect to the Besieging Army. Prestige has no other effect on Sieges.

Disbanding: You may disband (voluntarily eliminate) any of your RA CUs during one of your Player Turns in a Strategy Phase before they move. When an RA CU is disbanded, permanently remove it from the game.

7.3 Attrition

A group of non-Independent CUs in the same location can suffer Attrition by losing a Land Battle or Naval Battle, by the event on Tyche card *Epidemic*, and (only if using the optional rule) by having too many CUs in a space during their Forage Segment. A non-Independent Army also suffers Attrition when passing through (but not stopping in) a Stronghold (i.e. a Stronghold space with an Independent PC).

Normal Attrition: Except for an Army passing through a Stronghold, when CUs suffer Attrition, roll a die and compare it to the number of CUs in the group on the Attrition Table. The result is the number of CUs you must eliminate from your group. Normally you may choose which CUs to lose, but if the result includes an “e”, the first loss must be an Elephant CU (if there is one in the group).

Passing Through Strongholds: For a non-Independent Army passing through a Stronghold, roll a die as above, but compare it to the “2” column on the Attrition Table, regardless of the number of CUs in your group. Eliminate CUs in the same way as for normal Attrition.

When passing through a Stronghold you risk being ambushed by that tribe. If you stop on the Stronghold it is assumed your army is moving cautiously enough to avoid being ambushed.

7.4 Fleets



Fleets are represented by two-sided Fleet Tokens. They have a normal side (lower number) and an upgraded side (higher number). They help protect your Naval Movement and hinder your opponents’ Naval Movement. They also help your Generals conduct Sieges of Port Major Cities, and the player with the Largest Fleet gains 3 Victory Points. Fleets are not CUs. They are never placed on the map. Fleets can be Dispersed in Naval Battles but cannot be eliminated.



Control: Fleets correspond to specific Provinces (or to the Major City of *Athenai*) as shown by the fleet symbols on the map and the Fleet Tokens holding box. When you gain control of the corresponding Province (or *Athenai*), control of its Fleet passes to you. When you lose control of the Province (or *Athenai*), you lose control of its Fleet.

Available Fleets and Fleet Tokens: Fleets are “available” if a player controls them and they are not in the Dispersed Box. When a Fleet is available, place its Fleet Token off the map in front of the player. If a Fleet Token is in the Dispersed Box when control of the Fleet changes, it stays in the Dispersed Box. Place uncontrolled and Independent Fleet Tokens in their holding boxes except when they are Dispersed.



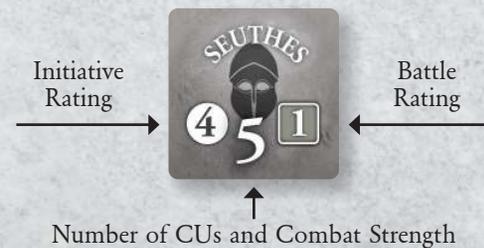
Kilikia Fleet: Controlling the Province of Kilikia does not give you control of the Kilikia Fleet. You gain control of the Kilikia Fleet only by playing the event on Tyche card *Kilikia Pirates*. In this version of *Successors*, Tyche card *The Pontic Fleet* does **not** provide a Fleet. Instead it allows a special Naval Movement in Pontos Euxeinos (i.e. the Black Sea).



Fleet Strength: Fleets begin the game on their normal (lower number) side. You may play a 4 OPs card during your Tyche Segment to flip an available Fleet to its upgraded (higher number) side. Fleet Strength is important in Naval Battles and for Victory Points. *Important:* When an upgraded Fleet is Dispersed, or control of the Fleet changes, flip it back to its normal side.

7.5 Independent Armies

The 5 Independent Armies in the game provide both a threat and an opportunity to player Armies near them on the map.



Each Independent Army is represented by a gray, square counter combining an Independent General and a constant number of CUs. **Independent Armies never gain or lose CUs.** The Combat Strength of an Independent Army is equal to its number of CUs.

Independent Armies can attack any player’s forces and remove player PCs, but Major Generals who defeat them gain a Popularity Point. They are enemy to all players and friendly to each other, to Independent PCs, and to Independent spaces.

Rules and Card Text: References in the rules and on Tyche cards to Armies, Generals, and CUs apply to Independent Armies unless otherwise specified in the rule or card text. The Initiative Ratings of Independent Generals are used only with optional rule “Independent Army Reactions”.

8. ROYAL FAMILY MEMBERS

Successors tells the story not only of military campaigns tearing apart a great empire. It also depicts the dramatic collapse of the empire's royal dynasty, one that ruled for nearly four centuries and became the most powerful family in the known world. Put to the test, Alexander's relatives and companions could not master the destabilizing void left behind by his passing. Political and social catastrophe followed, a downfall played out over decades as a larger-than-life Greek tragedy.

The Royal Family Members included in the game are Alexander's Heirs, his Female relatives, and his embalmed body.

8.1 Purpose

Royal Family Members provide Legitimacy to the Faction that controls them. Each family member is rated for the Legitimacy (L) it can provide to a Faction.



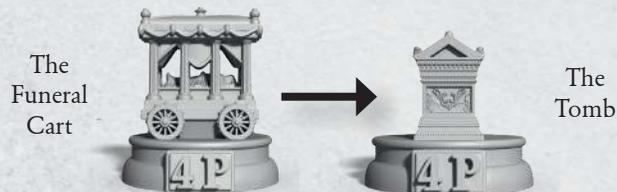
Alexandros (Heir) 5 L
 Philippos (Heir) 4 L
 Herakles (Heir) 2 L

The **Heirs** are his illegitimate son, Herakles, his infant son, Alexandros, and his mentally damaged brother, Philippos. Herakles, Alexandros, and the Funeral Cart begin the game on the map. Philippos arrives on the map when a player plays the event on Tyche card *Eurydike Speaks For Philippos*.



Olympias (Female) 3 L
 Kleopatra (Female) 3 L
 Thessalonike (Female) 2 L

The **Females** are his mother, Olympias, and his sisters, Kleopatra and Thessalonike. They begin the game on the map but are uncontrolled. No rings are attached to their miniatures.



Alexander's body begins the game in the Funeral Cart, later converted to the Tomb.

Royal Family Members are represented by miniatures or counters (your choice). Attach a plastic ring of your Faction's color to the miniature of a Royal Family Member while you control it. Use the gray side of the Female's counter to denote her uncontrolled status and flip whenever the status changes.

Place the miniature or counter of a Royal Family Member on your Commanding General's card while you control the Family Member if it is in the same location as the General.

8.2 Gaining control

Independent Armies and Independent PCs cannot control Royal Family Members.

You control **Heirs** and the **Funeral Cart** that are in a location with one of your PCs or Generals after the completion of any Procedure.

Example 1: Herakles is in an otherwise empty Minor City. Yellow places a PC there or moves a General into the Minor City without being Intercepted. Either way, Yellow takes control of Herakles.

Example 2: Green has a Minor General, 1 Combat Unit, and Alexandros in a Minor City controlled by Black. Black plays Tyche card Deserctions to remove the Combat Unit. Green must then remove his Minor General from the map. Control of Alexandros passes from Green to Black due to Black's PC there.

The Tomb is always uncontrolled.

Females can become controlled only through play of the events on Tyche cards.

You gain control of **Olympias** if you have your PCs or Generals in the same location after executing the event on *Olympias* card.

To gain control of **Kleopatra** or **Thessalonike**, you must meet all of the following conditions:

- You must play the event on the correct Tyche Card, *Kleopatra Offers Marriage* or *Thessalonike Offers Marriage* (place it in front of you as a reminder).
- The bride must be uncontrolled.
- You must have one of your Armies in her location.

- There must be no enemy CUs in the location, unless the enemy player has granted Free Passage.

The marriage must take place during the same Game Turn (i.e. not necessarily in the same Segment or Player Turn) in which you play the Tyche card.



Example: Yellow plays Tyche card Thessalonike Offers Marriage both for its event, and for its Operation Points to move Kassandros to Pella. Thessalonike marries someone in Kassandros' Faction. Her miniature has a yellow ring attached and moves to Kassandros' General card, and Yellow's Legitimacy marker moves up 2 spaces.

8.3 Losing Control

At the end of a Procedure, if a General and a PC in the same location (not just the same space) belong to different players, and the PC's Faction controls any Royal Family Members there, then the PC's Faction loses control of them.

After that, the General's Faction takes control of Heir or Funeral Cart in that location. Females remain uncontrolled.

*Example: Yellow has only a PC in the Major City and controlled Kleopatra outside it. Red moves a General with no CUs into that space. Yellow moves Kleopatra inside the city in the Procedure. Yellow does **not** lose control of Kleopatra.*

If a controlled Royal Family Member is in a location with no General and no player PC after a Procedure, that Royal Family Member becomes uncontrolled.

If a Royal Family Member is inside a Major City when the Royal Family Member becomes uncontrolled, immediately place it outside. An uncontrolled Royal Family Member may never be inside a Major City.

8.4 Movement

Uncontrolled Females may move if a player plays the event on Tyche card *Plans of Their Own*.

Controlled Royal Family Members can only move on the map when carried by an **Army**.

The Funeral Cart may not leave Babylon in Game Turn I, and the Tomb never moves.

Moving between locations within a Major City requires moving with a General belonging to the Faction that controls them. They may be picked up and dropped off by an activated Army belonging to the Faction that controls them. If a Royal Family Member is moved by an activated General, it cannot be moved again by a different General of the same Faction in the same Segment.

8.5 Death

There are only 2 ways a Royal Family Member can die:

- Any family member can be killed when a player plays the event on Tyche card *Drink the Hemlock* (except the Funeral Cart or Tomb - Alexander is already dead!)
- Alexandros (Game Turn IV) and Herakles (Game Turn V) may be assassinated in a Turn Preparation Phase.

When a Royal Family Member dies, remove its counter and miniature from the game. That Royal Family Member no longer provides Legitimacy for any player.

Historically, all of the Royal Family Members except Thessalonike were killed during the time period covered by the game. Soon afterward, Thessalonike was murdered by her own son.

9. ACTIVATION AND MOVEMENT

Armies (or Generals without CUs) are activated to use their available movement points for key actions: movement, sieges and removing enemy PCs.

Before Activation: If you have more than one CU in a location, you may create separate armies before their activation. A Commanding General may already be present at the location or it can be one of your Minor Generals just placed there.

Important: There is no limit to how many CUs or Generals you can have in a space.

9.1 Activation

Activation starts by indicating the Army (General and CUs) or a lone General during the Tyche Segment or Activation Segment. During the Tyche Segment only one Army or General may be activated (two with the Major Campaign Card). In the Activation Segment you may activate all of your Armies and Generals, however they may be activated only one at a time.

Repositioning or placing a Minor General on the map does not count as movement or activation for that Minor General. Minor Generals cannot take other pieces along with them when they reposition.

One Move Per Segment: A General moved (brought along) by an activated Army cannot activate later in the same Segment. A General who activated, and any pieces that were moved by an activated Army, cannot be moved by a different Army of the same Faction in the same Segment. However, if a piece that has moved becomes owned or controlled by a different Faction, it may Intercept or Evade multiple times during that Segment.

Example: Red moves Perdikkas with an Army and Philippos to attack Blue's Army in Red's Activation Segment. Blue wins the resulting Land Battle and captures Philippos. Even though Philippos has already moved in the current Segment, Blue may Intercept or Evade with the Army controlling Philippos as often as he wishes during the rest of Red's Activation Segment.

Generals Lead Movement: Movement involves and requires a General, who may (but does not have to) bring along, pick up, and/or drop off CUs, Generals, and/or Royal Family Members that the General's Faction controls, with the following exceptions:

- Royal Family Members cannot move from one space to another unless they move with an Army belonging to the Faction controlling the Royal Family Member.

- CUs and/or Royal Family Members do not require a General in order to move between the outside and inside of a Major City during a Procedure.
- A Minor General may neither pick up nor move with another General, since one would be Subordinate.
- CUs and controlled Royal Family Members may Retreat from a drawn Land Battle without a General (this can only happen if a General is killed in the Land Battle).
- The Helepolis and the Tomb never move.

Dropping off a CU or Royal Family Member in an enemy or uncontrolled space requires leaving behind a Major or Minor General to mark ownership.

9.2 Determining Movement Points

Tyche Segment MPs: An Army that is activated by playing or revealing an Event card or by Force-March has a number of MPs to spend determined by the event text or OPs of the Tyche card that activated him.

Activation Segment MPs: If you activate Armies or Generals in an Activation Segment, determine how many MPs each of them may spend by rolling a single die. You roll only once. That one die roll applies to every one of your Major and Minor Commanding Generals. If the die roll is lower than the General's Initiative Rating, he has 2 MPs. If the die roll is equal to his Initiative Rating, he has 3 MPs. If the die roll is higher than his Initiative Rating, he has 4 MPs.

The result of your movement roll can also be found on the Movement Allowance Table. Compare each General's Initiative Rating to the roll on the Movement Allowance Table. The result is the number of MPs that General may spend when activated in that Activation Segment.

		MOVEMENT ALLOWANCE TABLE						
		DIE ROLL						
GENERAL'S INITIATIVE RATING		1	2	3	4	5	6	
Seleukos	2	2	3	4	4	4	4	4 MPs
	3	2	2	3	4	4	4	
Krateros	4	2	2	2	3	4	4	2 MPs

Example: Seleukos, with an Initiative Rating of 2, and Krateros with an Initiative Rating of 4, are in the same Faction. The player rolls a "3" for movement. Seleukos has 4 MPs to spend, while Krateros has only 2 MPs to spend in that Activation Segment.

Place the die you rolled for movement on your Faction Card so you can refer to it during your Activation Segment.

An Active Army may use the number of MPs determined by its Commanding General. Should the Commanding General change during movement, the available number of MPs for the Army must be immediately adjusted.

The following situations may occur:

- A. Army with one General:** uses the MPs of that General.
- B. Army with a group of Generals:** uses the MPs of the Commanding General. Dropping off subordinates or CUs ends their activation in this Segment.
- C. Army picking up General with lower Seniority:** The picked up General becomes the subordinate and continues movement with the Army. He may not be activated again in this Segment.
- D. Change in command:**

D1 Army with a group of Generals dropping off the Commanding General: The MP allowance of the Army changes instantly, as the remaining General with the highest Seniority becomes the new Commanding General.

D2 Army picking up General with higher Seniority: Picked up General becomes the new Commanding General. The MP allowance of the Army changes instantly.

The number of MPs for the Army is determined by the new Commanding General. Deduct the MPs already spent by the moving Army to check how many MPs are left for that Army movement (if any).



Example 1: In a Activation Segment, Demetrios in Ephesos (1) has 4 MPs and Krateros in Halikarnassos (2) has 2 MPs. Demetrios activates, spends 1 MP to move to Halikarnassos (2), and picks up Krateros. Krateros (Seniority 18) is then the most Senior General in the group, but Demetrios (Seniority 9) is still activated. Demetrios' MP allowance for the Segment instantly changes to Krateros' 2 MPs, and Demetrios has already spent 1 of them. The group travels together to Xanthos (3), using the last MP. This Army drops off Krateros in Xanthos (3), instantly restoring Demetrios' MP allowance to 4 MPs. Since he has only spent 2 MPs and now has 4 MPs, Demetrios may spend his last MPs to move to Aspendos (5) via Phaselis (4).

9.3 Spending Movement Points

Once you have determined which Army (or lone General) to activate and how many MPs it has to spend, you can spend them in the following ways, in any combination and order, as long as the Commanding General has enough unspent MPs and remains activated:

A. Moving Between Connected Spaces

The MP cost to move from a space to another space connected by a path depends on the type of path taken:

- Land path 1 MP
- Mountain or Strait path 2 MPs
- Sea path 1 MP
- Trans-Mediterranean path 2 MPs

The Land Movement procedure is described in Section 10. The Naval Movement procedure is described in Section 13.



Example 1: Yellow's Minor General in Halikarnassos (1) has 3 MPs to spend. He takes 1 CU with him to Ephesos (2) via a Land path, spending 1 MP, and then moves the CU to Sardeis (3) via another Land path, spending his 2nd MP. Yellow then repositions the Minor General to Ikonion (4) (this costs no MPs) and takes the CU that was already there with him to Dana (5) by a Land path, spending the 3rd and last MP of his activation. Note that even though Minor Generals may be repositioned freely, each Minor General is limited by the number of MPs he may spend when activated.



Example 2: Yellow rolls a "2" for movement. The Minor General in Halikarnassos (1) with 2 CUs has 2 MPs. Antigonos in Pisidai (3) with 3 CUs has 3 MPs. The Minor General, leaving 1 CU in Halikarnassos, moves 1 CU from Halikarnassos to the Transit Point (2) along the Land path, then to Pisidai (3) via another Land path and ends his activation. Antigonos then activates and moves the 3 CUs that have not yet moved to Aspendos (4) via the Land path, and spends his last 2 MPs to cross the Mountain path into the Transit Point (5), where he ends his activation. If Antigonos had been willing to move by Sea paths, he could have reached Tarsos (6) instead.

B. Moving Between Locations Within a Space

It costs **no** MPs to move between locations within a space. This kind of movement happens in the following ways:

- Moving between the inside and outside of a your Major City,
- Embarking to begin a Naval Movement (or disembarking to end a Naval Movement),
- Picking up pieces to join a Naval Movement (or dropping off pieces to leave a Naval Movement).

board along one of its white dotted paths, then it may move normally.

- Independent Armies may not use Naval Movement, but may cross Strait paths.
- Independent Armies may not be inside any Major City, but may be in a location outside any Major City.
- An Independent Army on a player's Major City makes that space Besieged.
- Independent Armies must move separately, but may end their move in a space with other Independent Armies.
- LEOSTHENES may only enter Thessalia or Hellas (but not Kyklades, since that would require Naval Movement).

- PHILON must end each move in a space further west than the space it started its move in (if possible), unless it sacrifices all of its Movement Points to place an Independent PC. If it enters Hellas, remove it from the game.
- ARIARATHES must remain in Kappadokia.

Removing PCs: If an Independent Army occupies a Minor City space (including a player controlled Stronghold) when its activation ends, remove the player PC (if there is one) in that space.

10. LAND MOVEMENT PROCEDURE

A. Announce the path your Army or General takes as he moves from one space to another (target space).

If a player's Army enters and then leaves an Independent Stronghold space during one activation, using at least one Land, Mountain, or Strait path, the Army suffers Attrition using the "2" column on the Attrition Table. Count Evasion, but not Withdrawal or Retreat, for this rule.



Example: Peithon's Army starts in Ekbatana (1) and moves through the Transit Point to Elymaioi (2), which is occupied by an Independent PC. Since he decides to push on to Sousa (3) in the same activation, his Army must suffer Attrition.

An Army that begins or ends its movement in an Independent Stronghold, passes through an uncontrolled or player-controlled Stronghold, or passes through Sparta using only Sea paths suffers no Attrition.

B. **Unbesieged Occupied Enemy Major City:** If the target space contains a Major City that is enemy to the moving player, and the city was Unbesieged before the Activation, the player who controls the Major City may reposition any of their Generals,

CUs, and Royal Family Members they control in the space to inside or outside the city (in any combination, respecting the limit of 2 CUs in the city).

C. **Free Passage:** If there is at least one CU or General belonging to the non-moving player in the target space, you may ask a non-moving player to grant Free Passage if:

- the target space does not contain a Major City, and
- the Army activated is able to leave the target space (e.g. has enough MPs).

Independent Armies never grant or receive Free Passage.

If the player grants you Free Passage, you are under no obligation to honor it. If Free Passage is honored, the activated Army or General must move away from the target space, taking all your CUs, your Generals, and (optionally) Royal Family Members controlled by you with it. If the Free Passage is granted and not honored, activated Army must stop and battle (or overrun) the non-moving player's forces.

D. **Land Interceptions:** If any Generals in spaces adjacent to the target space are allowed to (and want to) attempt a Land Interception (Section 11), resolve those now.

At the end of item D, or any later items in the list, if the CUs and Generals in the target space all belong to the same Faction, the procedure is over for that space (skip the rest of the list). If there are remaining MPs, the active Army or General may use them or end its activation.

E. **Withdrawal:** If at least one Land Interception attempt succeeded, the active Army may now choose to Withdraw (i.e. "back up").

F. **Evasion:** If any Generals in the target space may and want to attempt to Evade, resolve those Evasion attempts now (Section 12).

G. **General vs. General:** If there are Generals belonging to more than one player and no CUs in the target space, a General belonging to the moving player **must** either move out of the location (i.e. continue his movement, if he is already activated and has MPs to spend), or Withdraw, taking all faction's Generals and (optionally, and only if moving into controlled Major City) Royal Family Members controlled by the moving player along with him. In other words, a General may move through a location with an enemy General but may not end his movement there.

H. **Champion Status:** If the moving player is a Champion (and not moving an Independent Army), and the enemy CUs in the target space are owned by a Champion who is not the Usurper, the moving player becomes a Successor and loses 3 Legitimacy now.

I. **Army vs. General:** If the target space contains a General, a CU enemy to that General, and no CUs friendly to that General, Disperse the General.

Example: The target space contains Red and Yellow Generals with no CUs and a Blue General with 2 CUs. Red is the moving player. All 3 players are Champions and not the Usurper. The Red and Yellow Generals are Dispersed, and Red remains a Champion.

J. **Overrun:** If the moving Faction's CUs outnumber the other Faction's CUs in the target space by at least 5 to 1, the moving Faction's CUs Overrun the other Faction's CUs and Generals. Overrun CUs and Generals and any Royal Family Members controlled by the Overrun Faction suffer as if they lost a Land Battle (14.9).

5 CUs Overrun 1 CU, 10 CUs Overrun 2 CUs, and 15 CUs Overrun 3 CUs, etc. Only count the number of CUs, not their Combat Strength. Royal Army CUs count normally for Overruns; they ignore Prestige. The moving player's Army may not be Overrun, even if it is outnumbered 5 to 1 by enemy CUs. Overrunning does not cost any MPs. An Overrun is not a battle, so Surprise cards which refer to Battles may not be played. Independent Armies may Overrun and may be Overrun.

K. **Royal Army CUs:** If the target space contains any Royal Army CUs, calculate the Prestige of both sides in the target space now. If Prestige is lower on a side with RA CUs, set apart all RA CUs on that side; they will not participate in the battle. If Prestige is lower on a side with no other kind of CUs besides RA CUs, those RA CUs defect to the other side now, any Generals on the RA CUs' previous side are Dispersed, and the procedure is over (there is no Land Battle).

L. **Land Battle:** Resolve a Land Battle in the target space. The activated Army loses all of its remaining MPs, but does not by itself end the activation.

Important: You can still move pieces from inside to outside of Major Cities, since this kind of movement requires spending 0 MPs.

11. LAND INTERCEPTION AND WITHDRAWAL

Land Interception is performed by non-moving players. It allows a General to block an enemy movement or reinforce your own force in an adjacent space. Although Land Interception occurs in the game after (and in response to) movement, Interception simulates an Army pre-empting the moving force by reaching the space before the moving force gets there. That is why the Intercepting Army is the Defender if the Land Interception leads to a Land Battle.

Independent Armies may not Intercept, unless you are using the optional rule.

11.1 Requirements and Restrictions

Land Interception may occur when an activated enemy Army moves into a land location in a space adjacent to one of your Generals. It may also occur when an enemy General or CU is dropped off in such a location during Naval Movement. An Interception of an Army or General entering a Major City space occurs outside the city.

A. Requirements

There must be a Land path connecting the two spaces, *and* the target space must either **contain your PC**, be **uncontrolled**, or **occupied** by your CU.

B. Restrictions

Land Interception is NOT allowed if **any** of the following are true:

- The spaces are connected across Mountain, Strait, Sea, or Trans-Mediterranean paths.
- The target space was occupied by an enemy CU **before** the movement of the active Army.
- The moving General is Withdrawing, or Retreating.
- Your Intercepting General is Besieged. A Besieged General is considered Besieged until a new movement begins **after** the Besieging Army leaves the space. So a Besieged General cannot Intercept the Army Besieging him as it leaves his space.

Pieces that successfully Intercept never go inside a Major City.

11.2 Declare and Resolve Interceptions

All Interception attempts must be declared **before** any are resolved. At most one Land Interception attempt can be made from each space adjacent to the target space.

If more than one player wishes to Intercept at the same time, players must declare all their Interception attempts in Turn Order, and then resolve their Interception attempts in Turn Order.

For each space you want to try to Intercept from, declare which of your Generals will try to Intercept, and which Subordinate Generals, CUs, and controlled Royal Family Members the Intercepting General will bring with him if he succeeds. You do not need to commit all the Generals in a space, for example, you may leave the Commanding General behind. The General you commit with the most Seniority is the Intercepting General, i.e. his Initiative Rating will be used to determine if the Interception succeeds. You are allowed to commit only a part of your Army if you wish. You may place a Minor General from off map either to try to Intercept or to stay behind if the attempt succeeds. You may place such a Minor General in a space only if the space already has at least one of your Generals and one CU.

After all Interception attempts have been declared, roll a die for each Intercepting General to see if his attempt succeeds. If his roll is **higher** than his **Initiative Rating** (or at least a “3” if the Intercepting General is Eumenes, due to his Special Ability), the attempt succeeds. If an attempt succeeds, you **must** move the General and all the pieces that you declared would move with him into that space.

Only one Faction is allowed to succeed, so the first successful attempt cancels the rolls of the other players. The successful player must still roll for every attempt declared by that Faction (potentially converging several Intercepting Generals into that space).



Example 1: Blue's Army in Sardis (1) is Besieging Red's Army. Blue's entire Army moves to Pergamon (2). Red cannot Intercept, since Red's Army is Besieged during the move. Blue spends 2 MPs to remove Red's PC in Pergamon, then moves to Ephesus (3). Red's formerly Besieged Army cannot attempt a Land Interception in Ephesus.

*Example 2: Demetrios (Blue) moves by Sea from Kyklades (4) to Athenai (5) (Besieged by Yellow) and drops off a CU inside Athenai. Kassandros (Yellow) (6) cannot Intercept the CU. Demetrios then disembarks **outside** Athenai; Kassandros **can** Intercept that landing.*

11.3 Withdrawal

If at least one Land Interception attempt succeeded, then the Army moving into the target space may now choose to Withdraw (i.e. “back up”). Dropped off and disembarked pieces Withdraw to the Embarkation Port. Pieces that entered the target space by moving from inside to outside a Major City Withdraw back into the city. Pieces that came from an adjacent space via a Land, Mountain, or Strait path Withdraw across that path to that space. An Independent Army that entered the target space from its holding box Withdraws into its holding box (and becomes inactive). If any pieces Withdraw, all eligible moving pieces must Withdraw. Pieces without MPs can Withdraw, but an activated General who Withdraws **loses all of his remaining MPs**.

12. EVASION

Evasion allows a non-moving Army to get away from an enemy Army that has entered his location. An Evading General must take all Subordinate Generals, all CUs, and his Faction's controlled Royal Family Members in his location along with him when he Evades and move 1 or 2 spaces away.

12.1 Evasion Requirements

To be eligible to Evade, a General must have an allowed path and destination for his Evasion attempt.

Each space he Evades into must be:

- With his own PC, uncontrolled, or occupied by his own CU,
- Not occupied by an enemy CU,
- Not occupied by an enemy General unless the Evading General has own CU Evading with him,
- Not connected across Mountain, Strait, Sea, or Trans-Mediterranean paths.

Other Restrictions: A General may not Evade if another General **successfully** Intercepted into the target space during the same activation. A General that belongs to the moving player may not Evade. A General may not Evade if the moving General is Withdrawing, or Retreating. You may not place a Minor General in a space in order to attempt Evasion.

12.2 Declare and Resolve Evasions

Each eligible General in the target space may attempt to Evade. All Evasion attempts must be declared (state if each eligible General will or will not try to Evade) before any Evasion attempts are resolved.

If two players wish to Evade at the same time, they must declare their Evasion attempts in Turn Order, and then resolve their Evasion attempts in Turn Order.

After all Evasion attempts have been declared, roll a die for each Evading General to see if his attempt succeeds. If a General's roll is **higher** than his **Initiative Rating** (or at least "3" if the Evading General is Lysimachos, due to his Special Ability), the attempt succeeds.

A. Successful Evasion

If his attempt succeeds, move your General out of the target space into either 1 or 2 allowed spaces. You do not need to decide exactly where your Evading General will go until after his roll succeeds.

An Evading General must take all Subordinate Generals, all CUs, and Royal Family Members controlled by his Faction in the target space along with him when he Evades. You may not split your Army when Evading, nor pick up or drop off CUs, Generals, or Royal Family Members during the Evasion.

Evasion Restrictions:

An Evading General may not enter:

- A space adjacent to the target space that the activated General entered the target space from, or
- The target space. That is, he cannot leave the target space and then enter it again within one Evasion.

If the moving Army or General has enough MPs, he could continue moving.

A General may Evade multiple times during a Segment.

Army vs. General: If an Army Evades to or through a location occupied by an enemy General with no CUs, the enemy General is Dispersed. This does not cause loss of Champion status, since this "attack" does not occur in the Evading player's turn. The enemy General cannot try to Evade and cannot grant Free Passage; he is automatically Dispersed.



Example: Blue's Minor General is inside Sousa (2) with 2 CUs. Seleukos (Yellow) is outside Sousa with no CUs. Red's Minor General in Larsa (1) with 3 CUs moves to Sousa. Blue's Minor General and 2 CUs move from inside to outside Sousa. Seleukos, first in Turn Order, Evades to Charax (3). Blue's Minor General Evades to Elemais (4) (uncontrolled, contains Peithon (Black) and no CUs), Dispersing Peithon. Blue continues Evading to Ouxioi (5). Blue does not lose Champion status for Dispersing Peithon.

B. Penalty for Failure

If a General rolls to Evade and the roll is not successful, his Faction will not receive any points for Local Troops if the Procedure concludes with a Land Battle.

13. NAVAL MOVEMENT AND BATTLE

Naval Movement is movement to or from the sea location within a space, or movement across Sea or Trans-Mediterranean paths.

13.1 Naval Movement limitations

Several **important** limitations and characteristics apply to Naval Movement, as follows:

- Players who control no Fleets **may** use Naval Movement.
- At most **1 Army or General** activated **per Segment** may use Naval Movement.
- A total of up to **8 CUs** may be moved by Naval Movement per Segment, as well as any number of Generals and Royal Family Members.
- A General may spend MPs on land (to move by Land, Mountain, or Strait paths, conduct Sieges, or remove PCs) **before or after** Naval Movement, but not both.
- An activated General who reaches a land location after using Naval Movement cannot go back to sea in the same activation, i.e. the Naval Movement ends there.
- No piece may end its movement at a sea location. Every piece using Naval Movement must disembark or be dropped off by the end of the activation.
- Naval Movement may not be used to Intercept or Evade.

Independent Armies may not use Naval Movement.

13.2 Naval Movement Procedure

1. You must **announce** which (if any) of your available Fleets are escorting your Naval Movement **before** it begins. You cannot change your decision later in the movement. You do not have to use all of your available Fleets to escort your Naval Movement - in this case physically separate your available Fleet Tokens to show which will and will not escort your Naval Movement. You may use all of your available Fleets.
2. **The Embarkation Port** is the space where your activated Army (or General) begins his Naval Movement by moving from a land location to a sea location (costs 0 MPs).
3. Announce the space that activated Army (or General) is moving into using a Sea path or Trans-Mediterranean path.
4. Players in Turn Order may now declare a **Naval Battle** or play Tyche card *Storms at Sea*. Each player who declares a Naval Battle (Interceptor) must now state which of their available Fleets they are committing to the Naval Battle. No other pieces can join combat.

5. Resolve a Naval Battle. If the battle is lost by the moving player, the activated Army (or General) returns to the Embarkation Port and its activation ends.

6. The activated Army (or General) may now enter the target space.

It may now pick up or drop off CUs, Generals, and Royal Family Members which are in the same space, but the activated General stays in the sea location - only the pieces being picked up or dropped off move between land and sea locations in the space.

You can pick up pieces from any location, but during Naval Movement you cannot drop off pieces in a location that contains an enemy CU (however, you can disembark there). You can drop off pieces in a Besieged Port Major City that is either your or that the General's Faction is Besieging.

If the Major City is yours, the pieces land inside the city (keeping in mind the 2 CU limit in each Major City). If the General's Faction is Besieging the city, the pieces join the Army outside the city.

Example 1: An Army of 8 CUs embarks from a port and drops off 4 CUs in the next space it reaches. The Army continues moving by sea but may not pick up any CUs for the rest of its Naval Movement, since its General has moved the maximum 8 CUs for the Segment.

7. If there are any MPs remaining, the Naval Movement may be continued (go to pt. 3 above).

8. **The Disembarkation Port** is the space in which your activated General moves to a land location after being at sea. Disembarking ends a Naval Movement.



Example 2: Demetrios in the Yellow Faction begins his activation in Xanthos (1) with 5 CUs and 4 MPs to spend. No other General has used Naval Movement in the current Segment. Yellow announces "I'm moving Demetrios to Rhodes by sea with all my Fleets." Demetrios embarks (Xanthos is his Embarkation Port) and spends 1 MP to reach Rhodes (2). No one declares a Naval Battle there, so Demetrios disembarks (lands) outside the Major City in Rhodes, then spends 2 MPs to conduct a Siege. Even though he has 1 MP left over, he may not leave Rhodes in the current Segment, since he cannot start another Naval Movement after disembarking. His remaining 1 MP is not enough to conduct another Siege, so he cannot use his last MP.



Example 3: Blue has 2 CUs and a Royal Family Member, Herakles, in Tyros (1), Besieged by a Yellow Army. In Blue's Tyche Segment, Blue places a Minor General, "Alketas", inside Tyros, then plays a 3 OPs Tyche card to Force-March Alketas, giving him 3 OPs to spend. Blue says "I'm leaving Tyros by sea with all my Fleets," then moves Alketas, the 2 CUs, and Herakles to Ake (2). Yellow cannot declare a Naval Battle, since all his Fleets are Dispersed. Yellow could only stop this move by playing the Surprise card Storms at Sea. Blue declares he is moving by sea through Gaza (3) (ignoring Antigonos' Army) to Pelousion (4), where he disembarks into the relative safety of Ptolemaios' large Army. Blue places Alketas off map and places the 2 CUs and Herakles on Ptolemaios' General card.

13.3 Naval Battle

A Naval Battle cannot occur when your Army or General is Withdrawing or Retreating. The Naval Movement allowed by playing the event on Tyche card *The Pontic Fleet* cannot be interrupted by a Naval Battle.

A. Declaring a Naval Battle: To declare a Naval Battle, a player:

- Must have at least one available Fleet,
- Must have a PC within 2 spaces of the activated General measured along Sea paths (not Trans-Mediterranean, Land, Mountain, or Strait paths),
- Cannot have declared a Naval Battle earlier in the same Segment (even if it was canceled).

Remember that if you are still a Champion, declaring a Naval Battle against another Champion (except the Usurper) will change your status from Champion to Successor.

B. Canceling Naval Battles: If the moving player is defeated in a Naval Battle, all remaining Naval Battles are canceled. Naval Battles can also be canceled by playing the Tyche cards *Fog* or *Storms at Sea* before any dice are rolled for the battle. You can only lose Champion status if a Naval Battle you declared **actually occurs**.



Example: Red and Blue both declare a Naval Battle in the same space against Yellow. Red is earlier in Turn Order, so Red fights the first Naval Battle (possibly losing Champion status). Red wins the battle, canceling Blue's battle. Blue's Champion status remains unchanged.

C. Fleet Strengths: Each side in a Naval Battle has a Fleet Strength, which is the total of the numbers on the faceup side of the Fleets escorting the Naval Movement or intercepting it. A side with no Fleets has a Fleet Strength of 0.



D. Naval Battle Rolls: After a pause to give players a chance to play *Fog*, *Storms at Sea*, or *Superior Admiral*, each player rolls two dice and cross-references their roll with their Fleet Strength on the Battle Table. The result is their Battle Score.

Draw: If both sides' Battle Scores are the same, the moving player's Fleet has slipped by the Interceptor's Fleet after inconclusive skirmishing. Neither player loses Fleets. Resolve the next Naval Battle, or, if there are no more Naval Battles to resolve, the moving player continues their Naval Movement.

Moving Player Victory: If the moving player's Battle Score is higher than the Interceptor's Battle Score, Disperse all of the Interceptor's Fleets that were committed to the interception. The moving player suffers no losses. Resolve the next Naval Battle, or, if there are no more Naval Battles to resolve, the moving player continues their Naval Movement.

Moving Player Defeat and Retreat: If the Interceptor's Battle Score is higher than the moving player's Battle Score, Disperse all of the moving player's escorting Fleets. All CUs participating in the Naval Movement at the point it was intercepted suffer Attrition. Then the activated General Retreats to the Embarkation Port, which costs all of his remaining MPs. Any Generals, CUs, and Royal Family Members traveling with the activated General at the time of the battle join the Retreat to the Embarkation Port, even if they were picked up from different spaces. Pieces that were dropped off prior to the battle remain where they are. The Interceptor suffers no losses. Any remaining Naval Battles are canceled.

Example: Red intercepts Blue's Naval Movement. Blue has a Minor General, 1 Mercenary CU, and Herakles, escorted by the Athenai Fleet on its upgraded side (Fleet Strength 3). Red intercepts with the non-upgraded Fleets of Makedonia and Karia (Fleet Strength 2). Blue rolls 6, giving a Battle Score of 1. Red rolls 10, giving a Battle Score of 3. Blue's Athenai Fleet is flipped to its normal side and placed in the Dispersed Box. Blue rolls a 6 for Attrition, eliminating the CU. Herakles and the Minor General Retreat to the Embarkation Port. If there are no friendly CUs there, the Minor General is removed from the map.

Example: Continuing the previous example, Peukestas has 2 Loyal Macedonian CUs and 2 Mercenary CUs. His Faction's Battle Strength is 4 (Loyal CUs) + 2 (Mercenary CUs) + 2 (Local Troop points) = 8. Peithon has 2 Loyal Macedonian CUs and 4 Elephant CUs. Anti-Elephant Devices was played, but was canceled by Cretan Liar. The die rolls on the Elephant Die are 0, 4, 2, 1. Peithon's Faction's Battle Strength is 4 (Loyal CUs) + 7 (Elephant CUs) = 11.

14.7 Battle Score

Each Faction rolls 2 dice (this is its Land Battle roll). Change any individual die roll for a Faction that is less than the **Battle Rating** of that Faction's Commanding General to equal his Battle Rating. Then if a Faction played the optional Surprise card *Cavalry Superiority*, add +1 to its roll. Cross-reference each Faction's modified roll with its Battle Strength on the Battle Table. The result is the Faction's Battle Score.

If the Battle Scores are the same, the battle is a **draw**.

If one Faction's Battle Score is **higher** than the other's, the Faction with the higher Battle Score wins the battle, and the Faction with the lower Battle Score loses the battle.

Example: Continuing the previous example, Peukestas' Battle Rating is [2]. His Faction rolls 3 and 6. Cross-referencing his roll of 9 with his Battle Strength of 8 gives Peukestas' Faction a Battle Score of 6. Peithon's Battle Rating is [3]. His Faction rolls a 1 and 3. The 1 becomes a 3. Cross-referencing his roll of 6 with his Battle Strength of 11 gives Peithon's Faction a Battle Score of 5. Peukestas' Faction wins.

14.8 Commanding General Loss

If a player Faction's modified Land Battle roll (not Battle Score) is exactly 9, and the Faction's Commanding General is a Major (not Minor) General, roll a die to see if the General survives the battle. If your Faction won or the battle was a draw, your General is killed if the roll is "6". If your Faction lost the battle, your General is killed if the roll is a "5" or "6".

If your General is killed, permanently remove him from the game. Rolls for Commanding General Loss only affect Commanding Major Generals. Your Prestige remains the same during the battle if your General is killed.

If your Commanding General is killed, either your most Senior surviving Major General in the Battle location, or a Minor General you place there, may become your new Commanding General. If no General takes command and you do not control the battle space, any surviving CUs in your Army will be Dispersed after the battle is resolved. These effects happen immediately.

The opposing Faction does not gain control of any Royal Family Members there until after the battle.

Example: Continuing the previous example, Peukestas' Faction rolled a modified 9, so he must roll for Commanding General Loss. The player rolls a 6, so Peukestas is killed. Eumenes was a Subordinate Major General under Peukestas, so Eumenes takes command there. The CUs on Peukestas' General card transfer over to Eumenes' General card.

14.9 Battle Losses

After checking for Commanding General Loss and its consequences, Factions suffer losses in the Battle location:

Draw: If the battle was a draw, each player Faction that participated in the battle loses 1 CU of their choice.

Winning Faction: A player Faction that won a battle loses 1 CU of their choice. **Exception:** If the winning Faction's Battle Score was at least *twice* the opposing Faction's Battle Score, the winning Faction does *not* lose a CU.

If your Battle Score was at least 1 and your opponent's was 0, you do not lose a CU.

Losing Faction: A player Faction that lost a battle suffers losses (only in the battle location):

- Eliminate all of its Mercenary and Elephant CUs.
- All of its Macedonian CUs (Loyal, Royal, and Silver Shields) that participated in the battle suffer Attrition as a single group. All of its Macedonian CUs that survive Attrition are Dispersed.
- All of its Major Generals are Dispersed.
- It loses control of all Royal Family Members it controls.

Independent Armies: If SEUTHES or GLAUKIAS lost a battle, place it back in its holding box. Other Independent Armies that lost a battle are removed from the game.

RA CUs and Pieces in Major Cities: Royal Army CUs set apart at the start of a Land Battle, and pieces that remained inside a Major City during a Land Battle, do not suffer Attrition and cannot be taken as losses. RA CUs that were set apart join the Faction that won the battle, or their original Faction if the battle was a draw, after Battle Losses are taken, but before Retreat. RA CUs that join the activated General's Faction are considered to have been moved by the activated General.

Example: Continuing the previous example, Eumenes' Faction (the winning Faction) chooses to lose 1 Mercenary CU. Peithon's Faction loses all 4 Elephant CUs. The player rolls a 4 for Attrition and compares that to the "2" column on the Attrition Table. The result is a "2", meaning no Macedonian CUs are lost to Attrition; instead, both Loyal CUs and Peithon are Dispersed. Eumenes remains in Persepolis with 2 Loyal CUs and 1 Mercenary CU.

14.10 Retreat

If the battle was a draw, all of the Attacker's Generals, CUs, and Royal Family Members the Attacker controls in the Battle location must Retreat. Dropped off and disembarked pieces that must Retreat go to the Embarkation Port. Pieces that entered the Battle location by moving from inside to outside a Major City Retreat back into the city. Pieces that came from an adjacent space via a Land, Mountain, or Strait path Retreat across that path to that space. An Independent Army that entered the Battle location from its holding box Retreats into its holding box (and becomes inactive).

15. SIEGES

A successfully completed Siege removes the PC from an Independent space or another player's Major City. Generals, CUs, and Royal Family Members inside a captured Major City suffer losses as if they lost a Land Battle.

Remember that, if you are a Champion, conducting a Siege against a Major City controlled by another Champion (except the Usurper) will change your status from Champion to Successor, so you will lose 3 Legitimacy.

15.1 Besieged/Besieging

A controlled Major City or any Independent space is **Besieged** when an Army, containing any number of CUs that are enemy to the space, is in the space. Being present is enough, the Army need not conduct a Siege (i.e. a roll on the Siege Table), nor does it require having any Siege Point markers there. The Army is said to be Besieging the space. Any pieces inside a Besieged Major City are Besieged. Place the counters of your Besieged Minor Generals, Combat Units, and controlled Royal Family Members (if using counters) under your PC, unless they are on a General's card. Pieces can only be Besieged in **player** Major Cities. Uncontrolled spaces and Minor Cities controlled by a player cannot be Besieged.

15.2 Conducting a Siege

A. Requirements

To conduct a Siege (i.e. roll on the Siege Table), your Army must Besiege a space and have at least 3 CUs.

At most one Siege may be conducted per space in a Surrender Segment. No MPs are required in a Surrender Segment.

An Army may conduct up to 2 Sieges in the same space during a Tyche or Activation Segment. An Army must be activated and spend 2 MPs to conduct a Siege in a Tyche or Activation Segment. The same Army must conduct both Sieges in one Segment.

No Moved/Battle/Dropped Off: A General or CU that was moved by another General, participated in a Land Battle, or was dropped off in the same Segment, may *not* conduct or be counted in the 3 CUs required to conduct a Siege.

B. Results:

To conduct a Siege, roll a die and modify it as follows:

- 1 If Besieging a Port Major City when you have no available Fleets
- 1 If Besieging Rhodes
- +1 If Besieging Memphis or Babylon
- +1 If Besieging a Major City with The Helepolis

- +3 If Besieging a Major City with card *Traitor Inside City*
- +1 If using the Special Ability of Demetrios or Menelaos
- 1 If Besieging a Major City with Polyarchos inside

Compare the modified roll to the Siege Table. The result will be two numbers or dashes separated by a "/". The number on the left is the number of Siege Points to add to the progress of the Siege. Place appropriate Siege Point markers next to the space to track the progress of the Siege. The number on the right is the number of CUs you must immediately eliminate from the Army conducting the Siege (your choice).



Example: Demetrios and his Army of 2 CUs conduct a Siege against Pella in a Activation Segment. A 2 is rolled. A result of '1 / 1' on the Siege Table means 1 Siege Point is placed, and the Army loses 1 CU.

15.3 Lifting a Siege

Whenever you do not have any CUs in a space, remove all Siege Point markers you have accumulated on that space. If a Besieging Army is defeated in a Land Battle, the victorious Army does not keep any of the previous Army's Siege Points.

15.4 Completing a Siege

You successfully complete a Siege when the progress of the Siege in a space your Army is Besieging reaches at least the following number of Siege Points:

Major City	3 Siege Points
Independent Stronghold	2 Siege Points
Independent Minor City	1 Siege Point

Remove Markers: When you complete a Siege, remove the PC and all Siege Point markers in the space. If it is a Major City, any Generals, CUs, and Royal Family Members inside the city suffer losses as if in a Faction that lost a Land Battle.

PC if Surrender Segment: If (and only if) you complete the Siege during your Surrender Segment, you may immediately place your PC in the space. If you complete a Siege during a Tyche or Activation Segment, you must wait until a later Surrender or Tyche Segment to place your PC there.

16. OPTIONAL RULES

Any of these optional rules may be used independently or together. Before the game begins, all players must agree to the optional rules that will be used in the game.

Optional rules marked with * (asterisk) were optional in Successors 3rd Edition.

GAME PREPARATION OPTIONS

16.1 Optional Tyche Cards

You may include some, none, or all of the optional Tyche cards in the Tyche Deck. The card number of the following cards includes an 'O' (e.g. 'O60') to identify them as optional: *Cavalry Superiority* x2 (not recommended with 16.9), *Foundation of a Capital*, *Diplomatic Marriage*, *Oracle*, *Alexander's Ghost*, *Superior Admiral* x2, *Price of Failure*, and *Port Re-supplied*.

Foundation of a Capital: Additional rules that apply beyond those included on the Tyche card.

When you place your completed capital marker on the map, the space becomes a Major City. It is treated in all ways as a Major City and must be controlled to control the Province (in addition to controlling any normal Major City in the Province).

Example: Blue has completed construction of his capital in Alexandria. The capital construction marker is removed from the map, flipped to its 2V side and placed on the Faction Card. The completed capital marker is placed in Alexandria.

If you lose control of your Capital City, remove the '2V' marker from your Faction card, reduce your VP by 2, give the Capital marker flipped to its '1V' side to the Faction that removed your control (which could be the Independent Faction), increase their VP by 1 (unless it is the Independent Faction), and the space becomes a Minor City again.



Historical examples: Seleukeia, Lysimacheia, Kassandria, Antigoneia, and Ptolemais.

16.2 Herakles



Herakles begins the game off the map (like Philippos). Place him on the map in **Pergamon** (in Lydia) when Alexandros is killed (including by assassination).

For most of his life, Alexander's illegitimate and partly Persian son was an ordinary boy living quietly with his mother's family in Pergamon. Only after Philippos and Alexandros had both been killed did he have any influence on the Wars of Alexander's Successors. Had he lived longer and found a stronger champion than Polyperchon, it is conceivable that he might have brought peace to part of the Macedonian empire.

PREPARATIONS OPTIONS

16.3 Faster Funeral Cart Construction



If you control the Funeral Cart, as your card option in a Tyche Segment in Game Turn I, you may discard a 4 OPs card to complete construction of the Funeral Cart. The Funeral Cart may then be moved in Game Turn I, beginning with the Activation Segment of the current Player Turn. Alexander still cannot be buried during Game Turn I.

16.4 Destruction of the Funeral Cart

If an Independent Army (or Independent PC) is ever in a situation where it would take control of the Funeral Cart if it were a player General (or player PC), remove the Funeral Cart from the game (it is destroyed).

SIEGE OPTIONS

16.5 Combat Unit Siege Defense

Each time a 3rd Siege Point is achieved against a Major City, if any CUs are inside the city, remove 1 CU from inside the city instead of adding a Siege Point.

Example: 2 Siege Points have been achieved against Pella, and 2 CUs are inside. The Besieging General conducts another Siege, rolling a modified "6" to add 2 more Siege Points. The two CUs inside the city are eliminated. The progress of the Siege remains at 2 Siege Points.

16.6 Royal Army CUs and Sieges



If Royal Army CUs are part of a Besieging Army that is about to conduct a Siege, determine the Prestige of the Besieged and Besieging forces in that space. If Prestige is lower on the Besieging side, the Besieging RA CUs may not be counted toward the 3 CUs required to conduct that Siege.

COMBAT UNITS AND INDEPENDENT OPTIONS

16.7 Forage Attrition

In your Forage Segment, if you have more CUs in a space than its Forage Limit, instead of losing 1 CU, roll for Attrition. Check the result in the Attrition Table. For this purpose, treat a result of “-” as “1”.

16.8 8 CU Movement Limit

There is still no limit to how many CUs you can have in a space, but no more than **8** CUs may move or Intercept from a location together at the same time, except to Evade.

16.9 Cavalry

Each CU in Successors (except Elephant CUs) already represents some cavalry. This rule gives players the chance to place greater emphasis on the role cavalry played in Macedonian strategy and tactics, at the cost of additional rules complexity. No distinction is made between the different types of cavalry forces employed in Macedonian armies.

This optional rule introduces a new type of Combat Unit: the **Cavalry CU**. Cavalry CUs mainly represent cavalry formations, but they also include elite light infantry forces.



Cavalry CUs (or “Cav”) have unique characteristics, but also share similarities with Mercenary CUs. Each Cavalry CU has a Combat Strength of 1. The two types of illustrations on Cavalry CU counters are insignificant.

Independent Armies: 1 CU in each Independent Army is considered to be a Cavalry CU.

Setup: Give each Starting General 1 Cavalry CU in addition to the other CUs he receives in Setup.

Reinforcements Phase: You receive 1 Cavalry CU and 1 Mercenary CU instead of 2 Mercenary CUs in each Reinforcements Phase (starting in Game Turn II) if you control any of the following Provinces: *Thessalia, Makedonia, Thrake, Armenia, Kappadokia, Media, Persis, or Souniane*. This does not change the 2 Mercenary CUs received for the most VP.

Tyche Card CUs: When playing one of the following cards for its event, you receive the CUs shown below instead of the CUs listed on the card:

<i>Thracian Mercenaries</i>	1 Merc + 1 Cav
<i>Cappadocian Mercenaries</i>	1 Merc + 1 Cav
<i>Greek Mercenaries</i> (if placed in Thessalia)	1 Merc + 1 Cav
<i>Persian Popular Support</i> (immediately)	1 Merc + 1 Cav
<i>Macedonian Reinforcements</i>	1 Loyal or 1 Cav
<i>Egyptian Military Colonists</i>	2 Mercs, or 1 Loyal, or 1 Cav
<i>Mutiny</i>	1 Loyal, or 1 Royal, or 1 Cav
<i>Peukestas Satrap of Persis</i>	2 Mercs + 1 Cav
<i>Neoptolemos Satrap of Armenia</i>	2 Mercs + 1 Cav
<i>Kassandros</i>	2 Mercs + 1 Cav
<i>Olympias</i> (if placed in Epeiros)	3 Mercs + 1 Cav

Train Cavalry: You may choose the following Troop Type when you Train Troops:

Cavalry: Cavalry CU, 6 OPs to train.

Victory Tie Breaker: Cavalry CUs do *not* count toward the 2nd condition in the Victory Tie Breaker rule.

Sieges of Minor Cities and Strongholds: If a Cavalry CU is named as one of the 3 CUs used to conduct a Siege of an Independent Minor City or Stronghold, the General spends only 1 MP to conduct the Siege. If the Siege result indicates a CU must be eliminated, Disperse a Cavalry CU instead. Two Sieges are still the maximum number of Sieges allowed per Segment per space. Cavalry CUs may be used to conduct Sieges against Major Cities, but in that case, they have no special effect (they may be eliminated as usual, but not Dispersed).

Removing Player PCs: If a Cavalry CU is named as one of the 3 CUs used to remove an enemy player PC from a Minor City, the General spends only 1 MP to remove the PC.

Movement Through Strongholds: Use the “1” column on the Attrition Table if an Army that passes through an Independent Stronghold includes a Cavalry CU.



Land Interception: If a General is intercepting from a location with a Cavalry CU, modify that General’s Land Interception roll by +1.

If one of the moving pieces is a Cavalry CU, modify all Land Interception rolls by -1.

Evasion: If a General with a Cavalry CU is attempting to Evade, modify that General’s Evasion roll by +1.

If one of the moving is a Cavalry CU, modify all Evasion rolls by -1.

Land Battle Score: If a side in a Land Battle includes a Cavalry CU, modify its Battle roll by +1 (after adjusting dice due to Battle Ratings), unless the other side includes at least 1 Elephant CU with a Combat Strength greater than 0.

Land Battle Losses: A losing Faction in a Land Battle loses all of its Cavalry CUs in the Battle location.

If, before taking losses, a winning Faction includes a Cavalry CU and the losing Faction does not include a Cavalry CU, modify the losing Faction's Attrition roll for any Macedonian CUs it has by +2.

If not using the Cavalry optional rule, feel free to use Cavalry CU counters as Mercenary CUs.

16.10* Dispersed Player Fleets

Fleets no longer return to a player automatically during the Reinforcements Phase. Instead, as your card option in a Tyche Segment, you may discard any Event or Bonus card to retrieve **one** Fleet Token you control from the Dispersed Box. Place it off the map in front of you on its normal (lower number) side. A Fleet can become available in this way in the same Game Turn in which it was Dispersed.

Fleets that are uncontrolled or Independent in a Reinforcements Phase still return to their holding boxes at the start of that Reinforcements Phase.

16.11* Independent Army Reactions



Generals that are part of Independent Armies may attempt Land Interception and/or Evasion. All requirements of Land Interception and Evasion still apply. All CUs in an Independent Army always join their Intercepting or Evading Independent General (Independent Armies never split apart). If more than one Independent Army is in the same space, only one of them may attempt Land Interception or Evasion at the same time. If an Independent General successfully Intercepts, he brings only his own Independent Army with him. If an Independent General successfully Evades, all Inde-

pendent Armies in the space Evade with him. An Independent General that tries and fails to Evade suffers the normal penalty for failure (loss of Local Troops).

To declare an Independent Interception or Evasion attempt, a non-moving player must discard a Surprise Tyche card (drawing a replacement card, as usual). Each card discarded allows one attempt. Instead of declaring their own Interception or Evasion attempt, each player may declare Independent Interceptions or Evasions at the normal point they would declare an Interception or Evasion in Turn Order. However, once a player has declared an Independent Interception (or Evasion) and discarded their Surprise card, no other player may declare an Independent Interception (or Evasion) from the same space in the same Procedure. A player who declared an Independent Interception or Evasion resolves it at the normal point that player would resolve an Interception or Evasion attempt in Turn Order.

END OF GAME OPTIONS

16.12 Short Game

The game ends at the end of Game Turn IV. Calculate End Game Victory in the normal way (ignore Legitimacy).

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This version is dedicated to my late friend Richard Berg.

This was the first project we worked together on and at that time I was a beginner and he was a legend. During the co-design he was extremely easy to work, had a great sense of humor, and was a pleasure to be around.

We finished the project as friends. I am indebted to him for his magnanimity and will always treasure our friendship.

Mark Simonitch

August, 2020

PRONUNCIATION GUIDE

	Modern Greek		Ancient Greek*
Satraps & Generals	Perdikkas	Pehrr- theek -kahss	Pehr- dihk -kahss
	Antipatros	Ahn- dee -pah-trrohss	Ahn- tih -pah-tross
	Krateros	Krrah-tay- rohss	Krah-teh- ross
	Ptolemaios	pToh-lay- may -ohss	pToh-leh- my -oss
	Leonnatos	Lay-ohn- nah -tohss	Leh-ohn- nah -toss
	Peithon	Pee -thawn	Pay -thone
	Lysimachos	Lee- see -mah-hohss	Loo- sih -mah-khoss
	Polyperchon	Poh-lee- pehrr -hone	Poh-luh- pehr -khone
	Antigonos	Ahn- dee -goh-nohss	Ahn- tih -goh-noss
	Seleukos	Seh -lef-kohss	Seh -lew-koss
	Peukestas	Pef- kehs -tahs	Pew- kehs -tahss
	Demetrios	Thee- mee -tree-ohss	Day- may -trih-oss
	Eumenes	Ev- meh -neess	Yew- meh -nace
	Kassandros	Kahs -sahn-drohss	Kahs -sahn-dross
	Aristonous	Ah-ree- stoh -nooss	Ah-rih- stoh -nooss
	Nearchos	Nay -ahr-hohss	Neh -ahr-khoss
	Asandros	Ah -sahn-drohss	Ah -sahn-dross
	Pleistarchos	Plee -stahr-hohss	Play -stahr-khoss
	Menelaos	Meh- nay -lah-ohss	Meh- neh -lah-oss
	Polyarchos	Poh- lee -ahr-hohss	Poh- luh -ahr-khoss
Neoptolemos	Nay-oh- pToh -lay-mohss	Neh-oh- pToh -leh-moss	
The Royal Family	Alexandros	Ah- lehx -ahn-drohss	Ah- leh -xahn-dross
	Philippos	Fih -leep-pohss	Fih -lihp-poss
	Herakles	eer-rah- kleess	Hay-rah- klace
	Olympias	Oh-leem-pee- ahss	Oh-luhm-pih- ahss
	Kleopatra	Klay-oh- pah -trrah	Kleh-oh- pah -trah
	Thessalonike	Thehs-sah-loh- nee -kee	Thehs-sah-loh- nee -kay
	Eurydike	Ehv-vrree- thee -kee	Yew-ruh- dih -kay
Independent Generals	Leosthenes	Lay-ohs- stheh -neess	Leh-o- sthay -nace
	Ariarathes	Ah-ree-ah- rah -theess	Ah-rih-ah- rah -thace
	Seuthes	Sef -theess	Sew -thace
	Glaukias	Glahf- kee -ahss	Glau- kih -ahss
	Philon	Fee -lawn	Fih -lone
		Περδίκκας Αντίπατρος Κρατερός Πτολεμαίος Λεοννάτος Πείθων Λυσίμαχος Πολυπέρχων Αντίγονος Σέλευκος Πευκέστας Δημήτριος Ευμένης Κάσανδρος Αριστόνους Νέαρχος Άσανδρος Πλείσταρχος Μενέλαος Πολύαρχος Νεοπτόλεμος	

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* We have no time machine to verify how Alexander's contemporaries pronounced their words. These pronunciations have been reconstructed by modern scholars.

17. INDEX

Terms are defined best in **bold** sections.

- Activation **9**.
- Adjacent **2**.
- Africa **2**.
- Army **7.2**, 7.4, 9.1
- Asia **2**.
- Assassinated **8.5**, 3.2
- Attrition. **7.3**, 10., 2., 13.3 D, 14.9
- Battle Cards **14.3**
- Battle Losses. **14.9**, 7.3
- Battle Rating **7.1**, 14.7
- Battle Score **14.7**, 13.3, 14.9
- Battle Strength. **14.6**, 14.7
- Besieged / Unbesieged
. **15.1**, 5.2, 6.4, 9.5, 11.1 B
- Burying Alexander. **3.8**, 5.6
- Captured **2.**, 3.7, 15.
- Card Clarifications **6.2**
- Champions / Champion Status . . . **3.7**
- Combat Units (CUs) **7.2**
- Commanding General Loss **14.8**
- Cavalry CUs **16.9**
- Elephant CUs **7.2 C**, 14.6
- Loyal Macedonian CUs . . **7.2 E**, 6.2 B3
- Mercenary CUs . **7.2 B**, 6.2 B3, 6.3, 5.4
- Royal Army (RA) CUs **7.2 F**, 10. K, 14.9
- Silver Shields **7.2 C**, 14.9
- Disbanding RA CUs. **7.2 F**
- Discard a Tyche Card **6.2**
- Discard Pile **2.**, 5.3
- Disembarkation Port. **13.2.8**
- Dispersed / Dispersed Box. **2.**, 5.2
- Elephant Die **7.2 C**, 14.6
- Embarkation Port **13.2.2**
- Enemy **2**.
- Europe **2**.
- Evasion **12.**, 10. F
- Faction **2**.
- Faction Card **2**.
- First Player **5.1 C**
- Fleets / Fleet Tokens. . . **7.4**, 13.2, 13.3
- Force-March. **6.2 B1**
- Free Passage **10. C**, 12.2 B
- Funeral Cart. **8.1**, 5.1 A, 3.8, 7.2 D
- Game End. **3**.
- Game Turn **5**.
- Generals. **7.1**
- Commanding Generals **7.1 A**
- Event Generals. **7.1 B**
- Major Generals **7.1 B**
- Minor Generals **7.1 C**
- Recruit a General **6.2 D**
- Reserve Generals. **7.1 B**
- Starting Generals. **7.1 B**
- Subordinate Generals **7.1 A**
- Unavailable Generals. **7.1 B**
- Hand of Tyche Cards **6.2**
- Heirs **8.1**, 3.2 3.6
- Helepolis 15.2 B
- Hellespont **3.5**
- Holding Boxes. **2.**, 4.1
- Independent. **2.**, 15.4
- Independent Armies
. **7.5**, 8.2, 9.1, 9.5, 14.9
- Initiative Rating **7.1**, 9.2, 11.2, 12.2
- Land Battles **14**.
- Land Interception **11.**, 10. D
- Largest Fleet **3.5**, 6.2 C
- Legitimacy (L) **3.6**, 3.8, 4.6, 7.2 D, 5.2, 3.1
- Local Troops **14.5**, 2., 12.2 C, 14.6
- Locations **2**.
- Looted markers 4.1
- Lord of Asia. **3.5**
- Major Cities. **2.**, 9.4, 13.2
- Major Islands **2**.
- Marriage **8.2**
- Minor Cities. **2**.
- Movement **9.**, **10.**, **13.**, 8.4
- Movement Points (MPs). **9.2**
- Naval Battles **13.3**, 3.7
- Naval Movement Limitations . . . **13.1**
- Operation Points (OPs) **6.2**
- Overrun. **10. J**, 2., 3.7
- Paths **2.**, 9.3 A, 11.1, 12.1
- Phases **5**.
- Determine Turn Order. **5.1 C**
- Isolation Phase. **5.5**
- Label the Usurper **5.1 B**
- Reinforcements Phase **5.2**
- Shuffle and Deal Tyche Cards Phase **5.3**
- Strategy Phase **5.4**, **6**.
- Turn Events and Exceptions . **5.1 A**
- Turn End **5.6**, 3.8
- Place PCs **6.1**, **6.2 B2**
- Player Turn **6**.
- Political Control markers (PCs) **2**.
- Popularity / Popularity Points (P)
. **7.1**, 7.2, 7.2 F
- Port **2.**, 13.2, 13.3, 14.10., 15.2 B
- Prestige / Prestige Points
. **7.2 D**, 3.7, 7.4, 10. K, 14.4, 14.8
- Procedure (Land Movement). **10**.
- Province / Province Card . . **2.**, 3.5, 7.3
- Regions **2**.
- Remove PCs. **6.1**, 9.3 D, 9.5
- Retreat **14.10**, 13.3, 14.2, 9.1, 11.1
- Rounds **6**.
- Royal Family Members **8.**, 3.6
- Sacred Ground **7.2 F**
- Segments **6**.
- Activation Segment **6.3**
- Forage Segment **6.4**
- Surrender Segment. **6.1**
- Tyche Segment. **6.2**
- Seniority **7.1 A**, 9.2, 7.1 C, 11.2
- Siege Point markers **15**.
- Sieges **15**.
- Spaces. **2**.
- Strongholds
. **2.**, 6.1, 7.3, 9.3 D, 9.5, 15.4
- Successors **3.7**
- The Tomb. **8.1**, 3.6, 3.8, 7.2 D
- Train Troops. **6.2 B3**
- Transit Point. **2.**, 6.4
- Turn Order **5.1 C**
- Tyche Card Draw Pile **2.**, 5.3, 6.2
- Tyche Cards **6.2**, 3.6, 5.3, 7.4
- Bonus Cards **6.2**
- Event Cards **6.2**
- Surprise Cards. **6.2**
- Uncontrolled
. **2.**, 5.4, 5.5, 6.1, 8.3, 9.4, 15.1
- Unrest and Unrest Spreads* **6**.
- Usurper **5.1 B**
- Victory **3**.
- End Game Victory. **3.3**
- Instant Victory. **3.1**
- Regency Victory **3.2**
- Victory Points (VP) **3.5**
- Victory Tie Breaker **3.4**
- VP Fleet Strength **3.5**
- Withdrawal **11.3**, 10. E



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