

RULEBOOK

TRIVMPH



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## INTRODUCTION

*In a game of Triumph you represent a famous Roman patrician family.*

*You will compete over three rounds against rival families to gain the most Prestige, and thereby claim the title of Emperor of Rome. Prestige is principally gained through leading successful military Campaigns, presence in Provinces, and controlling Buildings within Rome.*

*Gameplay consists of bidding each round using Family cards to gain control of Offices. Among other things, these Offices give you the ability to place your Clients (cubes) and Legions on the board, to build area majorities and defeat Barbarian armies.*

*Negotiation, intrigue and forming temporary alliances with rival players are a key part of the game. You'll need support to help wage a successful military Campaign. Ultimately though, only one family can win...*

## TABLE OF CONTENTS

---

<b>I. Components</b>	<b>03</b>
<b>II. Setup</b>	<b>04</b>
■ Board Setup	04
■ Setup Client and Legion placing	06
<b>III. Winning the game</b>	<b>06</b>
■ Losing the game	06
<b>IV. Game play overview</b>	<b>07</b>
■ Phases of play	08
■ Bidding for Influence and Office effects	08
<b>V. Family cards and Clients</b>	<b>09</b>
<b>VI. Provinces &amp; Roman control</b>	<b>11</b>
<b>VII. Rome &amp; Buildings</b>	<b>12</b>
<b>VIII. Campaigns &amp; Battles</b>	<b>13</b>
■ Military Leaders	13
■ Legions	14
■ The Auxiliary track	14
■ Undertaking a Campaign	15
■ Barbarians Invade	18
■ Barbarian Commanders	18
<b>IX. Law cards</b>	<b>20</b>
<b>X. Intrigue &amp; Prestige</b>	<b>21</b>
■ Intrigue	21
■ Prestige	21
■ Negotiation & Exchange	21
<b>XI. Phases – Offices and other effects</b>	<b>22</b>
■ 1. Auguries	22
■ 2. Assembly	23
■ 3. Construction	23
■ 4. Conflict	24
■ 5. Justice	24
■ 6. Games	25
■ 7. Administration	25
<b>XII. Optional rule</b>	<b>27</b>
<b>XIII. Annex – Building effects</b>	<b>28</b>



# COMPONENTS



Game board (56cm x 84cm)



16x Barbarian Commander cards



1x 6-sided custom Roman Battle die



1x 6-sided custom Barbarian Battle die



8x Building tiles



30x Family cards (6 per player)



30x Law cards



8x Building markers



4x Barbarian Commander markers



7x +1/+2 Influence markers



7x -1/-2 Influence markers



5x Military Leader markers (1 per player)



16x Roman control markers



15x 3-value Talents (coins)



20x 1-value Talents (coins)



20x double-sided Legion markers



20x double-sided Intrigue markers



1x Round marker



1x Phase marker



5x Player Order markers (1 per player)



5x Prestige markers (1 per player)



5x Favour markers (1 per player)



100x wooden markers "Clients" (20 per player)

Influence markers, Legion markers, Intrigue markers, Talents, and Clients should be considered unlimited. In the unlikely event any of these run out, use substitutes.





Each player takes the following components of the color of their choice into their supply:

- A** 6 Family cards
- B** Order marker
- C** Prestige marker

- D** Favour marker and place
- E** 20 Client cubes
- F** Military Leader marker

## SETUP CLIENT AND LEGION PLACING

With the board prepared in this way, starting with the player on the most left place on the Player Order track, one by one each player places 1 Client cube and 1 Legion marker from their supply in a Province in Italy (Etruria, Umbria, Apulia, Lucania) of their choice.



## WINNING THE GAME

At the end of Round 3, the player with **the most Prestige** is made Emperor and wins the game.

In a case of a tie, the winner is the player with the most (apply each step until a winner is determined):

- I. Barbarian Commander cards
- II. Clients in Buildings
- III. Clients in Roman controlled Provinces

In the unlikely event there is still a tie, no player wins: no Emperor is declared and Rome thrives as a republic.

## LOSING THE GAME

If a Barbarian Commander moves to Rome, Rome falls and all players immediately lose.



# GAME PLAY OVERVIEW

In Triumph you play 3 Rounds of 7 Phases. Phases 2 to 6 are **Bidding Phases**: you bid Influence to control an Office available in that Phase. If you bid the most Influence, you control the most powerful Office for that Phase, and act first in the Phase. If you bid the second most Influence, you control the second most powerful Office, and act second, and so on. As a result there is no set turn order in the game. The actions you can take in a Phase, and when you can take them, are determined by the Office you control.

You bid through the simultaneous play of one of the 6 **Family cards** you begin the Round with. All players have the same Family cards (cosmetic differences aside), which have an Influence value of 0 to 5. This value can be modified by the effects of Law cards, Buildings, and Intrigue markers.

**Control of an Office** grants you the effect of the Office. Most commonly you will be placing and removing Clients from the board. Depending on the effect, Clients can be placed either in Rome (Building spaces), or in Provinces. **Clients** are an abstract representation of your Family's presence and influence. In some Phases, the Offices grant more specific actions, such as placing Buildings. Some Offices also grant Talents.

**Talents**  – the currency in the game – are also obtained through defeating Barbarian Commanders and in the Administration Phase through having Clients in Provinces. They are used to purchase Law cards, recruit Legions, pay Taxes, and for exchange and bribery.

In each bidding Phase there will be more players than Offices. If you don't bid enough Influence to control an Office, you will instead take an Intrigue marker. **Intrigue markers**  can be discarded to gain additional Influence during a Bid, to reroll a Battle dice during a Conflict, or exchanged.

**Conflict** is a key part of the game. Offices in the Conflict Phase will allow you to undertake a military Campaign, either leading it as a Major Military Leader, or supporting it as a Minor Military Leader. Campaigns can be declared against any Province. They are how Roman control expands across the map. A successful Campaign will allow players to place a Roman control marker and Clients in the Province.

If the Province contains a **Barbarian Commander** the challenge will be harder, requiring more Legions, and probably the support of other players, but the rewards greater in the form of Spoils (Prestige and Talents). In any event, Barbarian Commanders cannot be ignored. Each Round, if undefeated, they will advance closer to Rome. They remove unled Legions from any Province they enter, and if they ever reach Rome the game ends and everyone loses.

At various points during the game you will be able to take advantage of Law cards and Buildings. **Law cards** are one-use cards. They can affect various aspects of the game, and can be very impactful if played at the right time. They are tradable.



**Buildings** constitute Rome itself. A total of 7 can be placed in the game. Clients can be placed on them, either to generate Prestige at the end of each Round or to grant the relevant player the special effect of the Building.

At the end of the game you will compare Prestige scores to determine a winner. The presence of your **Clients in Buildings and Provinces** at the end of a Round are the principle means through which you earn Prestige, but success in military Campaigns and your final position on the Favour track are also important sources.

## PHASES OF PLAY

The current Phase you are in is tracked by the Phase marker. Once you have resolved all the steps of a Phase, you move the Phase marker down and resolve the next Phase. Phases with a yellow-circled icon are Bidding Phases.



A more detailed explanation of each is provided in the **Phases – Offices and Effects** section below (p.22).

## BIDDING FOR INFLUENCE AND OFFICE EFFECTS

You bid Influence to control an Office in Phases 2 to 6 of each round. For each of these Bidding Phases there will be one to four Offices available (depending on player count).

### CALCULATING INFLUENCE

You bid Influence by playing a Family card face-down in the playing area. Once all players have done this, all placed cards are revealed simultaneously. Each Family card provides a bid of between 0 and 5 Influence for the player. This may then – optionally – be modified by players playing Law cards, discarding Intrigue markers, and applying certain Building effects.

The order in which players act to modify Influence values is open and unrestricted. A player may wait for another player to play a card, discard Intrigue markers, or apply a Building effect, before responding. That other player may then respond in turn. The final Influence Order is not determined until all players have declared they do not intend to take any further action to modify Influence values.

### INFLUENCE ORDER & OFFICE EFFECT

Once the final Influence bid for each player is calculated, players determine the Influence Order for the Phase\*. Starting with the player with the highest Influence, after adjusting the Player Order track (see below), each player then applies the corresponding Office effect for that turn (see **Phases – Offices and Effects** section below p.22 for details on the effect of each Office).

*\*Play note:* It might be helpful to arrange the played cards in Influence Order as a reminder of the order as the Phase plays out.

### PLAYER ORDER TRACK

If two or more players are tied in Influence, the player leftmost on the Player Order track is placed ahead

in the Influence Order. Once Influence Order is determined, the player who was highest in Influence Order moves their Player Order marker to the rightmost space of the Player Order track, and all the other markers to the right on this marker are moved one space left. (Note: this means that if the player that was rightmost on the Player Order track was highest in Influence Order, no Player Order markers are moved).

### PLAYED FAMILY CARDS

At the end of a Bidding Phase, played Family cards are retrieved and placed face up in the relevant player area. They may not be played again this Round

(all played Family cards are returned to the players' hands at the end of the Administration Phase). It is public information which Family cards have been played by each player in the Round, so this should be clearly visible to the other players.

### INFLUENCE MARKERS



During bidding, you can use these markers to indicate the increase or decrease in Influence caused by the effects of cards played by placing them on the Family card.

## FAMILY CARDS AND CLIENTS

### FAMILY CARDS

Depending on the Influence value on the card, cards have the following effects:

**0** – The player takes 1 Talent  when this card is played.

**1** – The player plays another card from their hand on top of this card . This is done after all players have revealed their Family cards for the Phase, but before any other modifiers are applied. The sum of both cards is that player's Influence for this Phase. If more than one player reveals a 1 card, these players play another card like normal but place it face-down, and then these cards are revealed simultaneously. **A player who played 1 Value card must play another card.**

**2-5** – The number of icons on the card played for the Conflict Phase represents the number of Legion markers you automatically Recruit and place with your Military Leader (see p.13).



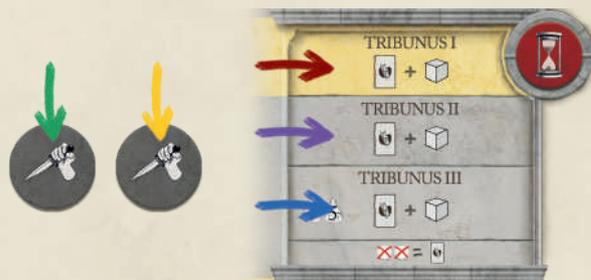
-  **Card Influence value**
-  **Illustration**
-  **The effect of the card**
-  **The name of the card**

### EXAMPLE:

It's Phase 2 (Assembly) in a five player game and the players have revealed the Family cards they have played. Paige (purple player) revealed a 1 card, and then, once all the cards were revealed, played a 3 card on top of the 1 card **1**. This means that Robert (red player), and Paige are both on 4 Influence. To determine the Influence Order the players refer to the Player Order track. Paige is leftmost on the track and so she is first in Influence Order **2**. In that way, Paige beats Robert to the first place in Influence Order. Robert decided to play "O tempora! O mores!" Law card from his hand to lower the Influence of the Paige Family card by 2 **3**. No one wants to play anything else, so the Influence Order is determined. Robert is first, Paige is second and Bess (blue player) is third. As Robert has the highest Influence, the Red Player Order marker is moved to the rightmost space on the track **4**.

Yanni's (yellow player) and George's (green player) Order markers to the right are moved up one **5**.

Robert then applies the effects of TRIBUNUS I. Paige applies the effect of TRIBUNUS II, Bess of the TRIBUNUS III. Since Yanni is fourth and George is fifth in Influence Order and there are no more Offices in this Phase, there is no effect to apply. Each of them takes an Intrigue marker instead.



All players then place their played Family cards face-up in their play area.



## CLIENTS

 Client cubes ("Clients") represent the presence of members of your family or agents in Provinces, and your Ownership or Administration of Buildings. Thus they are essential to how you gain Prestige.

### PLACING OR REMOVING A CLIENT

Clients can be placed or removed from the board through the control of Offices, Buildings, the play of Law cards, and the outcome of Battles.

A white cube icon (/) on a card or the board always refers to **your** Clients.

A black cube icon always refers to an **opponent's** Clients (🟦).

Where a 🟩 applies, it may be placed in an empty space in a Building (🟡) or in any Roman-controlled Province (a Province with 🟥 marker).

Where a 🟨 applies, it may **only** be placed in any Roman-controlled Province.

There is no limit on the number of clients that can be present in a Province. In a Building there are 2 spaces for Clients. A Client can't be bumped from a Building space once it occupies it. However, there are game effects that remove Clients from Provinces and Building spaces.

A removed Client is placed back in the relevant player's supply. If you run out of Client cubes, use substitutes.

**EXAMPLE:** Robert controls the *Questor* this Phase, meaning he can place a Client in an empty space in a Building, or a Roman-controlled Province.



## PROVINCES & ROMAN CONTROL

### PROVINCES

Provinces represent areas of current or potential Roman administration.

#### TYPES OF PROVINCE

There are two types of Province:

-  a. Provinces **controlled** by Rome (Roman control marker present).
-   b. Provinces **not controlled** by Rome (no Roman control marker present). On cards, all these Provinces are indicated by the  icon.
-  

There are four Italian provinces (with a red background): *Etruria*, *Umbria*, *Apulia*, and *Lucania*, collectively referred to as *Italy* or *Italian*. This distinction is important for some game effects. These start the game controlled by Rome.

All Provinces have one of four sigils **1** on them, to mark the path of the corresponding Barbarian Commander if/when they invade. Provinces contain a number of Barbarian Shields **2**. These are used to help determine the outcome of Battles (see the **Conflict Phase** p.24 for more details). And they contain between two and three Prestige point indicators **3**. These are awarded to players with Clients in these Provinces in the Administration Phase.



The player with the most Clients, claims the highest Prestige value, and so forth (see the **Administration Phase** p.25 for more details).

#### ADJACENCY

In some cases it will be necessary to determine if a Province is adjacent to another. Where two

Provinces are connected by land or a blue waterway, they are adjacent.



## ROMAN CONTROL

Roman Control markers not placed at setup are placed through successful Campaigns in the Conflict Phase (see p.24). If a province is Roman-controlled, it is not necessary for a Client to be present for it to remain Roman-controlled. Roman control markers are only removed if a Barbarian Leader enters the Province.



**EXAMPLE:** Gallia Cisalpina is Roman controlled.

## ROME & BUILDINGS

### ROME



Rome is not considered a Province. Legions may not enter it, and Clients may not be placed on it. If a Barbarian Commander ever enters Rome, the game ends and all players lose.

In game terms, Rome is represented by the Roma Civitas area on the board. In this area there are 7 Hills, for 7 Buildings to be placed.

### BUILDINGS

Buildings represent sites of great sacred, legal or administrative importance within Rome itself. Each Building is represented by a tile, and has a corresponding marker to track which player is Administrator of the Building.

### BUILDINGS — TILES



- 1 **Illustration**
- 2 **Owner space – provides the player with Prestige**
- 3 **Name of the Building**
- 4 **Administrator space – provides the player with effect of the Building**

## BUILDINGS — MARKERS



- 1 Illustration
- 2 The effect of the Building
- 3 Name of the Building

Each Building tile has 2 spaces for Clients: an Owner space and an Administrator space. A Client may be placed in either space, if it is free.

**Owner space:** If you place a Client in this space, on the Income step of the Administration Phase you score 2 Prestige.

**Administrator space:** If you place a Client in this space, you take the corresponding marker of that Building and place it in your player area. You can use that Building's effect unless the marker is flipped on its used side.

## BUILDING EFFECTS

Each Building has a specific effect that can be used by the Building Administrator once per Round. The effect is set out at the end of this Rulebook.

Once the Building is used for its effect, the Building marker is flipped (exception: Mausoleum, Templum and Circus – see Buildings explanation p.28 for details). The Building cannot be used again until it is unflipped in the Administration Phase.

**Note:** this rule applies even if the marker is claimed by another player during the Round – it cannot be used by that player until it unflips.

**EXAMPLE:** Robert (red player) is the Owner of the Basilica. In the Income Phase he will receive 2 Prestige for this. Bess (blue player) is the Administrator. She can use its effect at any point during a Bidding Phase to move up to 2 of her Clients from Rome and any Provinces to any other Provinces. The marker is then flipped.



# CAMPAIGNS & BATTLES

Each player has a Military Leader marker that they will place in a Province during the Campaigns step of the Conflicts Phase. Supported by Legions, these Military Leaders will undertake Battles with Barbarians. The successful defeat of Barbarians in non-Roman controlled Provinces is how you expand Roman control on the map.

## MILITARY LEADERS

The Military Leader markers are double-sided, representing a **Major Military Leader**  and a **Minor Military Leader** . When you are undertaking a Campaign, depending on the Office that you control for the Conflicts Phase, you will place

the marker on one of the two sides in a Province (see **Offices Effects** in the Conflict Phase description on p.24).

**Each Province can only contain one Major Military Leader, but may have multiple Minor Military Leaders.**

## LEGIONS

Legions are how you defeat Barbarians in Battles. **Legions are represented in the game by Legion icons.** These are present on Legion markers, the Roman Battle die, and some Building markers.

Legion markers are placed (“Recruited”) with your Military Leader in a Province as part of the Planning step of a Campaign (see below). They are double-sided, to represent being Available  or Recruited . This distinction is important for certain game effects and movement purposes.

Legion markers are Recruited for a Campaign in different ways:

### a. FAMILY CARDS

- All Family cards except 0 and 1 have Legion icons. The number of icons on the card played for the Conflict Phase represents the number of Legion markers you automatically Recruit and place with your Military Leader.



### b. AUXILIARIES

- These are Legions that can be Recruited from the Auxiliary track. As Roman Control expands, more become available to be hired.
- To Recruit an Auxiliary to a non-Italian Province, spend Talents equal to the number of  icons in the Province, per Auxiliary Recruited (e.g.

to Recruit an available Legion from the Auxiliary track to Hispania would cost 2 Talents).



- It is free to Recruit an Auxiliary to an Italian Province.
- Any number of Auxiliaries may be recruited in this way, in Influence Order, until there are none available for Recruitment.

### c. GARRISON

- These are Legions that remain in Provinces from previous Campaigns.
- To Recruit an available Garrison, pay 1 Talent per adjacent Province it must cross to reach your Military Leader (e.g. if the Legion is 2 Provinces away from your Military Leader, pay 2 Talents to move it to your Military Leader).
- Any number of Garrison Legions may be recruited in this way, in Influence Order, until there are none available for Recruitment.

Once Recruited, a Legion becomes unavailable and cannot be Recruited by another player this Round. Flip it to its Recruited side after placing it in/moving it to the Province to show this.

## THE AUXILIARY TRACK



Auxiliaries were typically Roman soldiers from conquered Provinces.

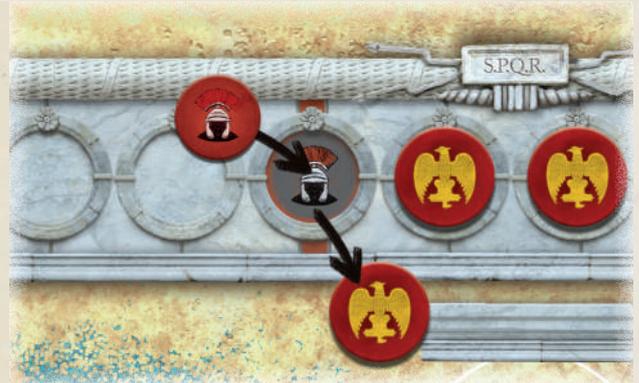
The Auxiliary track contains Legion markers and Roman control markers. The game begins with 2 Auxiliaries available for Recruitment. Each time Rome gains control of a new Province, the leftmost control marker is placed on that Province from the track.

After a control marker is placed and this icon  is revealed on the track, a new Auxiliary becomes available to be recruited (a Legion marker will be placed there as part of the Administration Phase). If Rome loses control of a Province following a Barbarian

Invasion, the control marker in that Province is placed back on the track, on the rightmost available space. This may cover up the Legion icon, meaning it is no longer available.

### EXAMPLE:

*In the Conflicts Phase Rome gained control of a Province, and the leftmost control marker was taken from the track and placed in that Province. This revealed a Legion icon, meaning that in the Administration Phase a Legion will be placed there, available for Recruitment in the Conflicts Phase of the next Round.*



## UNDERTAKING A CAMPAIGN

A Campaign is split into three steps: Planning, Battles, and Spoils.

### 1. PLANNING

Each player, in Influence Order, places a Major or Minor Military Leader in a Province, and accompanying Legions.

- A Major Military Leader can be placed in any Roman-controlled Province or any adjacent Province to a Roman-controlled province.
- If placing a Military Leader in a Province without a Major Military Leader already placed, you must place a Major Military Leader. If placing a Military Leader in a Province that has a Major Military Leader, you can only place a Minor Military Leader (i.e. there can only be one Major Military Leader per Province).
- You must place Legions with the Military Leader equal to the number of Legion icons on the Family card, if any, played this Round\*.

- In addition, you may Recruit and place with the Military Leader available Legions from the Auxiliary track and/or from Garrisons from the Provinces (you may do this even if you do not have any Family Legions), and add any Legions from played Law cards or effects of the controlled Buildings (see Legions section above).



\*Exception: If you are Administrator for the Mausoleum Building, you do not need to place any Legions with the first Military Leader you place (your Military Leader marker), but you must place any (remaining) Legions you have from Family cards with the second Military Leader you receive from the Mausoleum) (see Buildings p.28).

**Play note:** Most of the time Major Military Leaders will be placed in Provinces with Barbarian Armies present in order to protect Rome and gain the most Spoils. However, it may be safer to place a Military Leader in a Roman-controlled Province on the path of an adjacent Barbarian Commander (which will advance there and you will Battle in the Barbarians Invade step). Or in a non-Roman controlled Province without a Barbarian Commander, giving more certainty of victory in the Battle, while still allowing you

to place Clients in to a Province.

## 2. BATTLES

Each player, in Influence Order, resolves a Battle in a Province without Roman control where they have a Major Military Leader and one or more Legions present. In any Province where there are Military Leaders only (no Legions), the Battle is skipped and the Military Leader markers taken back to the players' areas.

The player with the Major Military Leader rolls the Roman and Barbarian Battle dice and compares the Roman Legions\* and Barbarian Shield numbers. To calculate the respective number apply and total each row in the table below.

\*It does not matter if the Legion marker is Available or Recruited.

ROMAN LEGIONS	BARBARIAN SHIELDS
Number of Legions in Province	If Province not Roman-controlled: Number of  printed in Province
Add  from Templum or Circus markers, if present	If Barbarian Commander marker present: Add  printed on corresponding Leader(s) card(s)
 Add  from rolled Roman Battle die	 Add  from rolled Barbarian Battle die
 Apply any effects from played Law Battle cards	

**Rerolls:** Once the numbers are determined, it may be possible to reroll the Battle dice, as follows:

- The player with the Office of CONSUL I (i.e. the player highest in Initiative Order) may reroll one of the two Battle dice as a benefit of controlling the Office.
- Then, any player may discard 2 Intrigue markers to reroll either of the Battle dice. A player with a Minor Military Leader may only do this if the Major Military Leader present agrees.
- There are no limits on the number of rerolls that may occur this way.

### Battle dice:



Outcome distribution of Roman Battle dice:



Outcome distribution of Barbarian Battle dice:



**Battle outcome:** Compare the final number of Legion and Barbarian Shield icons.

- **Victory** → The number of Legion icons is equal to or greater than the number of Shield icons .
- **Defeat** → The number of Legion icons is lower than the number of Shield icons.

**EXAMPLE:** Robert (red), as a Leader of the Campaign rolls the Battle dice. On a Roman Battle die is 1 Legion and on an Enemy Battle die are 2 Shields. The number of the Legions is 8, and the number of Shields is 6. In that way Rome is victorious.



After determining the outcome of each Battle, resolve the Spoils step.

### 3. SPOILS

#### VICTORY

Perform the following steps:

1. Leave as many Legion markers in the Province as the difference between Legions and Shields. The rest of the Legion markers are removed, and any Building markers are returned to the players. Legion markers that remain in that Province become Garrison. There cannot be more Legions left in a province as Garrison than there were before the Battle dice were rolled.

**EXAMPLE:** The outcome of the Battle was 6 Shields, so 6 Legions were removed from the province, and 2 remained in it as a Garrison.



2. Place a Roman control marker in the Province, if not already present (note that you do this even if no Legion markers remain).
3. The player with the **Major Military Leader**:
  - a. Places 2 Clients in the Province.
  - b. If a Barbarian Commander is defeated:
    - Scores Prestige equal to the value shown in the larger frame (the higher value) on the Barbarian Commander card.

- Takes the number of Talents indicated on the Barbarian Commander card.
  - May give any number of the Talents any players with Minor Military Leaders present (except their own Minor Military Leader if present due to the Mausoleum marker). For each Talent given, the giving player gains 1 Prestige. Players receiving the Talents may not refuse this.
  - Takes the defeated Barbarian Commander card and places it in their player area.
4. Any player with a **Minor Military Leader** (unless it is a Minor Military Leader from the Mausoleum marker):
    - a. Places 1 Client in the Province.
    - b. If a Barbarian Commander is defeated:
      - Scores Prestige equal to the value shown in the smaller frame (the lower value) on the Barbarian Commander card.
  5. All players then return their Military Leader markers, and any Building markers, back to their play area from that Province.

## **DEFEAT**

Perform the following steps:

1. Remove from the Province all Legion markers.
2. If the Battle was in a Roman-controlled Province, remove the Roman control marker and place it on the Auxiliary track on the rightmost space without a Rome control marker.
3. All players then return their Military Leader markers, and any Building markers, back to their play area from that Province.

## **BARBARIANS INVADE**

Any Barbarian Commander that is not defeated in a Campaign will move to an adjacent Province on a path – indicated by sigils on the Province that match

the sigils on the Barbarian Commander marker – that ultimately takes it to Rome.

If it enters a Province with a Major Military Leader and Legions present, the player that controls the Major Military Leader will resolve a Battle, following the steps laid out above.

If there is no Military Leader present, remove from the Province any Legions, and the Roman control marker. Clients remain, but any such Province will not generate Prestige points in the Administration Phase.

If the Barbarian has entered Rome, the game ends and everyone loses.

***Play note:** It is possible to attack a Barbarian Commander by placing a Major Military Leader and Legions in the Province containing that Barbarian Commander's marker in the Campaign step of the Conflicts Phase. Or alternatively to place a Military Leader in a Roman-controlled Province on the path of the Barbarian Commander to Battle it in the Barbarians Invade step of the Conflicts Phase. The reason to chose the latter is that the number of Barbarian Shield icons will be lower as  printed on the Province do not apply if it is Roman controlled. Of course, the downside is that you cannot expand into new Provinces with this approach, but you will obtain all the spoils from defeating a Barbarian Commander.*

## **BARBARIAN COMMANDERS**

*Throughout its history Rome faced a range of ferocious and hostile opponents. The Romans referred to all such people as Barbarians, regardless of their cultural development.*



In the game Barbarian Commanders have one of four corresponding markers:    .

The sigils correspond with sigils on Provinces on the board, and mark the path a Barbarian Commander marker will follow as it moves each Barbarian Invades step.

When a Barbarian Commander first appears (in the Auguries Phase) the Barbarian Commander marker is placed in a non-Roman controlled Province corresponding to the sigil.

Place in this order (first available non-Roman controlled Province):

 **Gallia Cisalpina > Gallia > Britannia**

 **Macedonia > Asia Minor > Syria et Cilica**

 **Sicilia > Africa > Aegyptus**

 **Sardinia et Corsica > Hispania > Mauretania**

As set out in the Undertaking a Campaign section (p.15), Barbarian Commanders contribute Shield Icons to Battles, and provide Spoils to successful Military Leaders if defeated.



- 1** Barbarian Shield icons contributed by Leader
- 2** Talents gained by Major Military Leader for defeating this Leader
- 3** Prestige gained by Major Military Leader for defeating this Leader
- 4** Prestige gained by Minor Military Leaders for defeating this Leader
- 5** Illustration
- 6** Name of the Leader
- 7** Sigil of the Leader

# LAW CARDS



- 1 Illustration
- 2 Indicator for the Battle Law card (X icon and red bars)
- 3 The name of the card
- 4 The effect of the card
- 5 A Client effect

## OBTAINING A LAW CARD

When you gain a Law card you can take a face-up one from those available, or take a chance by drawing a random card from the top of the Law deck.

Law cards can also be obtained through exchange with other players. You may reveal a Law card in your hand to all players or individual players, or keep them secret. It's your choice.

## PLAYING A LAW CARD

You can play a Law card when indicated on the card (e.g. if text says "When you place a Client", this means that you can play the Law card anytime you place a Client). If there's no such indication, you can play it at any time, once the effect of the previous Law card, Building or Office effect has been fully resolved.

You can only play 1 Law card per Phase, except for Battle Law cards (indicated with a X icon). Any number of these can be played for their effect during resolution of a Battle.

## CLIENT EFFECT

You can discard a Law card any time you place a Client in any Province or Building to place 1 additional Client cube in any Roman-controlled Province.

**EXAMPLE:** Robert has used the Questor Office effect to place a Client in Umbria, then discards a Law card to place another cube in the same Province.



**There is no hand limit for Law cards.**

# INTRIGUE & PRESTIGE

## INTRIGUE



*Intrigue represents diplomatic maneuvering, patronage and the use of political capital.*

Intrigue markers are mainly obtained when you do not gain control of an Office in a Bidding Phase, but can also be exchanged with other players for Talents, Law cards, or promises.

### USING INTRIGUE

Intrigue markers can be used for two purposes:

1. For every 2 Intrigue discarded after the Family cards are revealed, add 1 Influence to your played Family card.
2. For every 2 Intrigue discarded when resolving a Battle where you have a Military Leader present, you may reroll either the Roman or the Barbarian die. If you have a Minor Military Leader present, you may only use Intrigue markers for this effect if the Major Military Leader agrees.

Please be aware that the back of the Intrigue marker has two different faces (icons):



This serves as a reminder that if you want to use Intrigue, you have to spend 2 markers. However, for game purposes, you can spend 2 markers with the same back artwork to gain the effect.

## PRESTIGE



Prestige represents the renown and popularity of your family in Rome. It is how you win the game. It is earned from a variety of sources, and can be awarded immediately, at the end of a round, or at the end of the game.

### Immediately:

- Defeating Barbarian Commanders
- Law cards

### End of round:

- Having Clients in Roman controlled Provinces
- Owning Buildings

### End of game:

- Total value of Talents remaining - 1 Prestige per 3 Talents
- Position of your Favour marker on the Games track

## NEGOTIATION & EXCHANGE

You are encouraged to negotiate with other players. You can trade and exchange Talents, Intrigue markers and Law cards (nothing else). If you make a deal with immediate effect (e.g. to exchange an Intrigue marker for a Talent), it must be honored. However, future promises (e.g. to take an Intrigue marker now in exchange for a Talent to be paid in a later Phase) are not binding. Choose your partners with care!



## PHASE 1 AUGURIES

### 1. Place new Barbarian Commanders



	I	II	III
3	2	2	2
4	2	3	3
5	3	3	4

Diagram showing a table with columns I, II, III and rows 3, 4, 5. A red circle with '1' is above the table, and a red circle with '2' is to the left. Arrows point from the '1' circle to the columns and from the '2' circle to the rows.

### 2. Reveal new Buildings



### 3. Reveal Law cards



## 1. AUGURIES (Latin: *Auguria*) (skip on Round 1)

*Ancient Rome was a city of superstition and very strong religious beliefs. Woe betide any Statesman, Family or Military Military Leader who ignored the auguries.*

*In this Phase you reveal the new Barbarian Commanders to be defeated, new Buildings that can be constructed, and new Law cards that can be obtained.*

**During this phase, you cannot play any Law cards or use Building effects.**

Resolve this Phase through the following steps:

### I. Place new Barbarian Commanders

- Refer to the Barbarian Commander table to determine the number of leaders to place based on the Round and player count.

#### 1 Current round

#### 2 Number of players

- Draw the required number of Barbarian Commander cards one-by-one. Place the card in the empty box with the corresponding sigil. If the box is not empty - i.e. it contains an undefeated Barbarian Commander, place the drawn Leader card at the bottom of the deck and draw a new one. If all the boxes are full, place the drawn Leader card so it overlaps an already placed card with the matching sigil (keep the Shields, Prestige, and Talents visible on both cards). The two Leaders are considered to both be in the same Province (and share the corresponding Barbarian Commander marker). Their Shields, Prestige, and Talents add up and are treated as 1 Barbarian Commander from now on. When they become defeated players gain all benefits from both cards. The player who controls the Major Military Leader takes both Barbarian Commander cards, and for the tiebreaker, they count separately.

### II. Reveal new Buildings

- Reveal new Building markers until 3 markers in total are revealed. Place these with their corresponding Building tiles next to the board.

### III. Reveal Law cards

- Reveal new Law cards until there are as many cards revealed in total as there are players. Place these face-up next to the board.



## 2. ASSEMBLY (Latin: *Comitia*)

*Ancient Rome was governed by laws, passed by an assembly of all the Roman citizens. The most successful Families knew how to pass certain laws to their advantage.*

*In this Phase you bid for your choice of an available Law card, and place Clients.*

### Office effects:

**TRIBUNUS I** → Take a revealed Law card or the top card of the Law deck, then place a Client.

**TRIBUNUS II** → Take a revealed Law card or the top card of the Law deck, then place a Client.

**TRIBUNUS III** (4/5 player game only) → Take a revealed Law card or the top card of the Law deck, then place a Client.

**All other players** → Gain 1 Intrigue marker.

### Other effects of Phase:

After all Office effects of the Phase are resolved, each player, in turn order, may buy an available Law card, or the top Law card from the deck, for 2 Talents.

Any remaining face-up Law cards stay in place for the next Round. Place 1 Talent on each card. In subsequent Rounds, if any player takes a Law card with Talents, they add those Talents to their supply.



## 3. CONSTRUCTION (Latin: *Constructio*)

*Rome is a city of seven hills. As the city expanded, more and more impressive buildings were constructed on these hills.*

*In this Phase you bid to construct a revealed Building, and place Clients.*

### Office effects:

**CENSOR I** → Take a face-up Building tile and place it with its corresponding marker on an available Hill space in Rome. Then place a Client, and take 1 Talent.

**CENSOR II** → Take a face-up Building tile and place it with its corresponding marker on an available Hill space in Rome. Then place a Client.

**CENSOR III** (4/5 player game only) → Place a Client.

**All other players** → Gain 1 Intrigue marker.

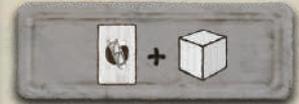
**Other effects of Phase:** At the end of the Phase, place 1 Talent on any unselected Building tile. If it is placed in a subsequent Round, the placing player will gain the Talent(s) on it.

## PHASE 2 ASSEMBLY

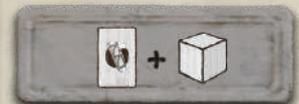
### TRIBUNUS I



### TRIBUNUS II



### TRIBUNUS III (4/5)



## PHASE 3 CONSTRUCTION

### CENSOR I



### CENSOR II



### CENSOR III (4/5)



## PHASE 4 CONFLICT

CONSUL I



CONSUL II



LEGATUS I (4/5)



LEGATUS II (5)



## PHASE 5 JUSTICE



## 4. CONFLICT (Latin: *Conflicti*)

*Ancient Rome was in an almost permanent state of war as it expanded its territory into Barbarian lands, and fought back against Barbarian Commanders looking to bring it to its knees.*

*This Phase is split into two steps. In the first step you send your Generals on Campaigns to Provinces, allowing for the expansion of Roman territory. In the second step, any undefeated Barbarian Commanders advance towards Rome.*

**Office effects:**

**CONSUL I** → Take 3 Talents. Place a Major Military Leader. Reroll a Battle die when resolving a Conflict (in either the Campaign OR Barbarians Invade step).

**CONSUL II** → Take 2 Talents. Place a Major or Minor Military Leader.

**LEGATUS I** (4/5 player game only) → Take 1 Talent. Place a Major or Minor Military Leader.

**LEGATUS II** (5 player game only) → Take 1 Talent. Place a Major or Minor Military Leader.

**All other players** → Gain 1 Intrigue marker. Place a Minor Military Leader.

**Other effects of Phase:** Resolve the Campaigns, then Barbarian Invade steps.

- **Campaigns:** In Influence order, each player places their Military Leader marker in a Province and resolves Campaigns (see Campaigns section (p.15) above).
- **Barbarians Invade:** Each Barbarian Commander on the board moves one Province closer to Rome following the corresponding sigils on the Provinces. If they move to a Province containing a Military Leader and Legions, resolve a Battle (see Barbarians Invade section (p.18) above).
- **Return Military Leader markers:** If any Military Leader markers remain on the map after the Barbarians Invade step, return them to the relevant player.



## 5. JUSTICE (Latin: *Justitia*)

*In Ancient Rome, a Praetor was an elected Magistrate able to gain power and undermine rivals using the force of the law.*

*In this Phase there is only one Office available, the Praetor, allowing for the removal of rival Clients.*

**Office effects:**

**PRAETOR** → Remove the Client of another Family from the board (can include a Building space). Then place 1 Client. The player whose Client was removed gains 1 Intrigue.

**All other players** → Gain 1 Intrigue marker (the player whose Client was removed therefore gains 2 Intrigue in total).

**Other effects of Phase:** None.



## 6. GAMES (Latin: *Ludi*)

*Despite Rome's pre-eminence, life was tough for the average Roman, and discontent often simmered among the plebeian masses. To keep the people happy, patrician families, officials and Emperors often spent very large sums on games open to the public.*

*In this Phase you bid to sponsor games, and gain Favour with the masses.*

**Office effects:**

**AEDILIS I** → Place 1 Client.

**AEDILIS II** → Place 1 Client in any Roman controlled Province.

**AEDILIS III** (4/5 player game only) → Place 1 Client in any Roman controlled Province.

**All other players** → Gain 1 Intrigue marker.

**Other effects of Phase:**

Each player moves their Favour marker up one space on the Games track for each Influence on the Family card played (after applying any modifiers for Intrigue and Law card effects).



## 7. ADMINISTRATION (Latin: *Administratio*)

*In this Phase you earn Talents and Prestige for the presence of your Clients in Provinces and Owner spaces on Buildings, but only after you pay your taxes!*

This phase is divided into 3 steps: Taxes, Income and Clean up.

The steps are resolved in turn, but all players can resolve the Taxes step at the same time, and then the Income step at the same time.

**During this phase, you cannot play any Law cards or use Building effects.**

**PRAETOR**



**PHASE 6  
GAMES**

**AEDILIS I**



**AEDILIS II**



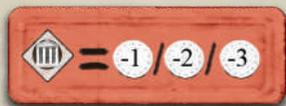
**AEDILIS III (4/5)**



**PHASE 7  
ADMINIS-  
TRATION**

## PHASE 7 ADMINIS- TRATION

### TAXES



### INCOME



**TAXES** → If you have insufficient Talent, you may choose to pay for your Clients in Buildings or for the Games, **but if you can pay, you have to do it** (i.e. if you have Talents, you cannot choose not to pay and remove your Clients instead).

#### Buildings:

- Pay for each Client you have in a Building. If you do not or cannot pay, you must remove the Client from the Building.
- In Round 1 the cost is 1 Talent per Client, rising to 2 Talents per Client in Round 2, and 3 Talents per Client in Round 3.

#### Games:

- You must then pay the cost of sponsoring the Games. Refer to the position of your Favour marker on the Games track, and cross reference it with the Talent icon for that row (1/2/3/4). You must pay that amount.
- For each unpaid Talent, you must move your Favour marker 1 space back.

#### INCOME

##### Talents:

- Gain 1 Talent for each Roman-controlled Province, excluding Italy, where you have at least 1 Client.

##### Prestige:

- Gain 2 Prestige for each Building where you have a Client in the Owner space.
- Gain Prestige for each Roman-controlled Province where you have Clients. If you have the most Clients in such a Province, gain the highest number of Prestige shown. If you have the second highest number of Clients, gain the second number of Prestige shown. In some Provinces, the player with the third highest number of Clients scores Prestige from the rightmost diamond. In the case of a tie, all tied players gain the same amount of Prestige.

#### CLEAN UP

**If this is not Round 3**, perform the following steps:

- Return all played Family cards to your hand.
- Move the Round marker to the next round and move the Phase marker to the Auguries phase.
- Refresh Auxiliaries by placing Legion markers (Available side-up) on empty Legion icons on the Auxiliary track.
- Flip Recruited Legions on the board to their Available side.
- Flip any used Building markers back to their unused side.
- Start a new round.

**If this is Round 3**, each player adds to their Prestige score:

- 1 Prestige for every 3 Talents in their supply.
- Prestige according to their position on the Favour track.

The player with the highest Prestige is the winner and becomes an Emperor of Rome (see Winning the game (p.06)).

# OPTIONAL RULE

## OPTIONAL RULE: ET TU, BRUTE?

Intrigue markers act as a catch up mechanism and reduce some of the risk of a Campaign. If you want your experience of Ancient Rome to be a bit more cut throat, try this optional rule instead.

Ignore all reference to Intrigue markers in the rules. You do not obtain them during the game. Instead, at setup each player receives 2 Intrigue markers, one of each face .

You may play one or both markers after Family cards are revealed as part of the bidding step during a Bidding Phase. Place the marker(s) on the revealed Leader card of an opponent. If the Leader card has two Intrigue markers, one of each face, the Leader

card is discarded and the owning player counts as having zero Influence for the Phase (though they may still play Intrigue markers or Law cards).

Once played, regardless of the outcome, the Intrigue marker(s) is removed from the game.

You may not exchange Intrigue markers with other players, but you may attempt to pay or cajole them to play an Intrigue marker.

**Play note:** If you play both your Intrigue markers on the same Leader card you are guaranteed to discard it. However, since that would leave you with no Intrigue markers, you may only wish to play one. In that case you will need to convince another player to also play an Intrigue marker, of a different face to the one that you have played, in order to have the effect.



# ANNEX – BUILDING EFFECTS

## CIRCUS



Place this marker with your Military Leader during the Campaign step of the Conflicts Phase. It counts as 2 Legions. It is removed and flipped when the Military Leader marker is removed.

## TEMPLUM



Place this marker with your Military Leader during the Campaign step. It counts as 1 Legion. In addition, it allows you to have 1 extra reroll in a Battle, as if you had discarded 2 Intrigue markers. It is removed and flipped when the Military Leader marker is removed.

## MAUSOLEUM



Place this marker after all players have placed their Military Leader marker during the Campaign step of the Conflicts Phase. It counts as a Minor Military Leader. It may be placed where you already have a Military Leader marker, but you will not gain any additional Prestige in this case, and if you defeat a Barbarian Commander with a Major Military Leader you will not be able to give Talents to yourself to gain additional Prestige. Or it may be placed in another Province, following the standard placement criteria. You must place any Family Legions not placed with your Military Leader with this Military Leader. It is removed and flipped when other Military Leader markers are removed from the same Province.

## FORUM



Flip this marker when resolving a Bid to add +1 Influence to one of your played Family cards.

## INSULA



Flip this marker at any point during a Bidding Phase to place a Client in a Roman controlled Province.

## THEATRUM



Flip this marker at any point during a Bidding Phase and choose a Roman Province. Gain as many Talents as many Clients are in this Province.

## BASILICA



Flip this marker at any time during a Bidding Phase to move up to 2 of your Clients from Buildings and any Provinces to any other Province. You cannot use the effect of Basilica to move your Client from the Basilica.

## THERMAE



Flip this marker at any point during a Bidding Phase and take 1 Law card (either a face-up one or from the top of the Law card deck).

