

# Pyrrhic Victory

## Pyrrhus vs Rome, 280-275 BC

A two-player variant for *Sword of Rome*

Version 1.0a

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### 1.0 Introduction

Pyrrhic Victory is a 2-player variant for the GMT game *Sword of Rome*. This variant covers the campaigns of Pyrrhus of Epirus in Italy and Sicily during 280-275 BC.

This game utilizes many of the components of the original game, including the map and counters. It does, however, use its own deck of cards and uses modified rules and victory conditions.

### 2.0 The Belligerents

This variant pits two players against each other in a struggle for control of Southern Italy and Sicily.

**2.1 ROME** One person plays Rome, who controls the Roman Republic and its allies.

**2.2 PYRRHUS** The other person plays Pyrrhus, king of Epirus, and controls his army and allies.

### 3.0 Victory Conditions

Players score victory points at the end of the game, as well points during the course of the game through card play or eliminating certain enemy units.

The player with the most victory points at the end of the game is the winner. In the case of a tie, the Roman player is the winner.

#### 3.1 ROME

- Control Tarentum - 3 VP
- Control all cities in Samnium - 1 VP
- Control all cities in Lucania - 1 VP
- Control all cities in Bruttium - 1 VP
- Eliminate Pyrrhus - 5 VP

#### 3.2 PYRRHUS

- Control Rome - Automatic victory
- Control all cities in a region in Italy - 3 VP per region.
- Force Roman consul to disband - 1 VP per instance
- Control Tarentum - 3 VP

- Control Syracuse - 3 VP

Both players score 1 VP for winning a major battle. A major battle is any battle where there are at least 3 CU on each side.