GETTING READY TO PLAY

First the play area is set up. The **6 dice discs** are laid in ascending order in a row between the two players. The **"money"** and **"cards" discs** are laid at either end.

The players each receive **10 victory points** and the **3 action dice** in the colour of their choice.

The money, the remaining 16 victory points and the battle die are laid ready.

All the cards are shuffled. Each player receives **4 cards** in his hand. Each player gives the other player **2 cards** face-down. The remaining cards are placed in a pile face-down on the table. Cards which are discarded during the game are placed face-up to form a joint discard pile.

The younger player is the starting player and begins. This player lays his cards face-down on his side of the play area. When laying the cards, the players have a free choice as to which card they put next to which dice disc. However, it is not allowed to have more than **1 card next to any dice disc** on either player's side.

The other player then lays his 4 cards on his side. As with the first player, this player can also choose any 4 of the dice discs. **Both players then turn their cards over** and the starting player begins the game.
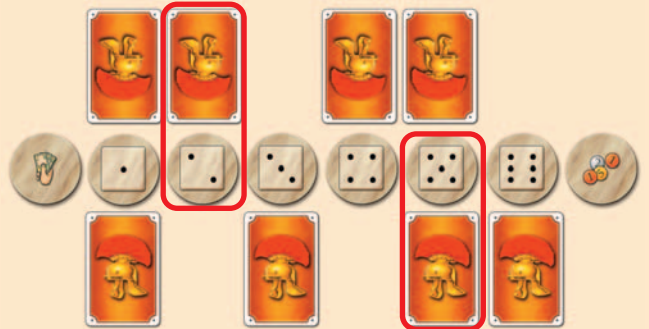

One player lays his cards here …

… and the other here.

The two players each receive 10 victory points at the beginning of the game.

Every card played is allocated to <u>one</u> particular dice disc.

HOW TO PLAY

The players take it in turns to make a complete move. A move is made up of 3 phases, which are carried out in the following order:

- 🟩 **Phase 1: Add up score for unoccupied dice discs**
- 🟦 **Phase 2: Throw the dice**
- 🟧 **Phase 3: Carry out the actions**

🟩 **Phase 1: Add up score for unoccupied dice discs**

If not all the dice discs are occupied by the player's own cards, the player whose turn it is has to put **1 victory point** back in the general stockpile for every unoccupied dice disc on his side.

The starting player has to put 2 victory points back in the stockpile during his first go as he only has 4 cards at the start which means that only 4 dice discs are occupied.

The player throws his 3 action dice. If all **three dice show the same number,** the player **can** throw (all three dice) again.

Note: it may be of advantage for the player to accept a throw where all three dice show the same score. The player must decide based on the situation in the game.

■ **Phase 3: Carrying out the actions**

There are 4 possible types of action which can be carried out. It does not matter how many times or in what order they are carried out.

No dice are used to

▶ • **Lay cards**

However, this action costs money, the exact amount depends on the card.

One action dice is required for each of the three actions:

▶ • **Take money**
▶ • **Take card(s)**
▶ • **Activate a card**

The player decides which of the **dice scores thrown in phase 2** he wants to allocate to which of the different actions. It is **not possible to divide** up the score on one particular die or to allocate one dice score to **more than one action**.

The actions in detail:

• **Laying cards**

Cards are taken from the player's hand and placed face-up. When laying a card, the player always has to allocate the card to a dice disc. Cards are only placed on the player's own side.

Covering cards

If a player wants to lay his card next to a dice disc which has already got a card next to it, the card which is already there is removed and put on the discard pile.

Laying a card costs the number of sestertii shown on the card. A player is only allowed to lay the card if the complete amount has been paid. The money is put in the general stockpile.

• **Taking money**

A player puts one of their action dice on the "money" disc and takes the number of sestertii shown on the die from the stockpile.

Example of a complete move:

It is Stefan's go. After he has handed back 1 victory point (1 unoccupied dice disc), he throws his dice: he gets a "3", a "4" and a "6". He decides to carry out the following actions.

1. He uses his "3" to draw three cards. He keeps one of these in his hand (a "Legat"). Both the other cards are discarded.

2. He uses his "6" to take money from the stockpile; this means he receives 6 sestertii.

3. He plays a card (the "Legat" he has just drawn) by laying it next to the dice disc with four dots. He does not need a die for this. He pays the price shown (5) and gives the corresponding number of sestertii back to the stockpile.

4. He now uses his last die (the "4") to activate the "Legat" card next to the 4. This wins him 2 victory points in this case.

Example: playing the "Aesculapinum" card costs 5 sestertii.

Example: if the player throws a "6" and allocates this score to the "Take money" action (money disc), the player receives 6 sestertii from the stockpile.

• Taking card(s)

The player places one of their action dice on the "Cards" disc and draws the number of cards scored with the die. The player **keeps 1 of these cards in their hand**, the rest are discarded face-up.

If the pile has been used up, the discarded cards are mixed and placed face-down to form a new pile.

Players can have **as many** cards in their hands **as they want**.

Example: a "4" was allocated to this action. The player can therefore draw 4 cards from the pile and choose one of them.

• Activating a card

The player puts one of their action dice on the dice disc showing the same score.

This activates the player's card lying next to this disc, i.e. the instructions on the card are carried out.

If more than one die shows the same score, the card can in turn be activated more than once.

[The instructions for each individual card are given in detail in the appendix on pages 5 and 6.]

Example: the player has rolled a "3" and uses this to activate his "Onager" card and attack one of the opponent's cards. Battle commences …

Battle

Some cards enable the player to attack the opponent's cards. If there is a battle, the player whose turn it is – this player is always the attacker – throws the battle die once. If the player rolls a score **equal to or higher than the defence** value of the card under attack, **the attacker wins** and the card is discarded. In all other cases nothing happens.

The player rolls a "4" with the battle die, the defence value of the opponent's card is only "3"; the card has been beaten and has to be discarded.

If a player has ended their turn, i.e. all their actions have been carried out, play passes to the other player.

*Note: attacking and defence values can be changed by laying more cards. All changes are **always** taken into consideration.*

*Note: the following cards can start a battle: **Legionarius, Velites, Centurio** and **Onager**.*

*The **Sicarius, Gladiator** and **Nero** cards also have an effect on the cards the opponent has laid; they do **not**, however, result in a battle.*

END OF THE GAME

The game ends **immediately** if one of the following two events occurs:

• **a player** has **no victory points left;**
• there are **no victory points left** in the **stockpile**.

The player with the most victory points wins.

Note: if there are not enough victory points left in the stockpile for the last payout, the missing points are credited to the respective player.

SICARIUS
eliminates an opposing, face-up character card. The opposing card and the Sicarius are both discarded.

[1x in the game]

ARCHITECTUS
enables the player to lay as many building cards as they wish free of charge. The player is allowed to cover any cards.

[2x in the game]

CONSILIARIUS
The player picks up their character cards and can then lay them again on any dice disc. Buildings can be covered.

[2x in the game]

LEGAT
A player gets 1 victory point from the stockpile for every dice disc not occupied by the opponent.

[2x in the game]

GLADIATOR
An opponent's face-up character card (chosen by the player whose turn it is) must be returned to the opponent's hand.

[2x in the game]

MERCATOR
For 2 sestertii each, the player can buy 1 victory point from their opponent as long as there are money and victory points left! The opponent gets the money.
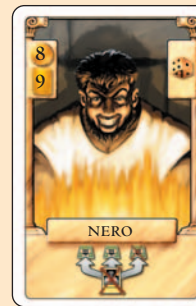
[1x in the game]

CONSUL
The score on an action die which has not yet been used can be increased or decreased by 1 point.

[2x in the game]

LEGIONARIUS
attacks the opponent's card which is directly opposite, whether it is a character or a building card.

[3x in the game]

NERO
destroys any face-up opposing building card. The destroyed card and Nero are both discarded.

[1x in the game]

PRAETORIANUS
Any of the opponent's dice disc can be blocked for one go.

[2x in the game]

SCAENICUS
He performs no action of his own but can copy the action of any of the player's own face-up character cards, and the next time round that of another.

[2x in the game]

HARUSPEX
The player can choose any card from the pile of face-down cards and add it to their hand. Afterwards the pile is shuffled.

[2x in the game]

SENATOR
enables the player to lay as many character cards as they wish free of charge. The player is allowed to cover any cards.

[2x in the game]

VELITES
attacks any opposing character card (does not have to be directly opposite). The battle die is thrown once.

[2x in the game]

ESSEDUM
The defence value of the opponent's face-up cards is reduced by 2.

[2x in the game]

TRIBUNUS PLEBIS
The player gets 1 victory point from their opponent.

[2x in the game]

CENTURIO
attacks the card directly opposite, whether it is a character or building card.
The value of an unused action die can be added to the value of the battle die (the action die is then counted as used).
This is decided after the battle die has been thrown.

[2x in the game]

AESCULAPINUM
The temple of Asculapius (the God of healing) enables the player to pick up any character card from the discard pile and add it to their hand.

[2x in the game]

BASILICA
If a Forum is activated (it must lie directly next to the basilica), the player gets 2 more victory points. The Basilica itself is not activiated.

[2x in the game]

MACHINA
The player picks up their building cards and lays them again on any dice discs. Character cards can be covered.

[2x in the game]

FORUM
requires 2 action dice: one to activate the Forum and the other to determine how many victory points the player receives.

[6x in the game]

MERCATUS
The player gets 1 victory point for every face-up Forum that the opponent has.
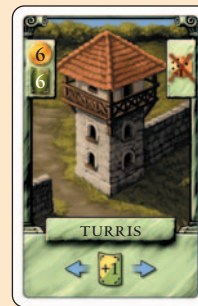
[2x in the game]

ONAGER
This Roman catapult attacks any opposing building. The battle die is thrown once.

[2x in the game]

TEMPLUM
If a Forum is activated (it must lie directly next to the Templum), the third action die can be used to determine the number of additional victory points which the player gets from the general stockpile.
The action dice must not yet have been used in this go. The Templum itself is not activated separately.

[2x in the game]

TURRIS
As long as the Turris is face-up, the defence value of all the player's other face-up cards increases by 1.
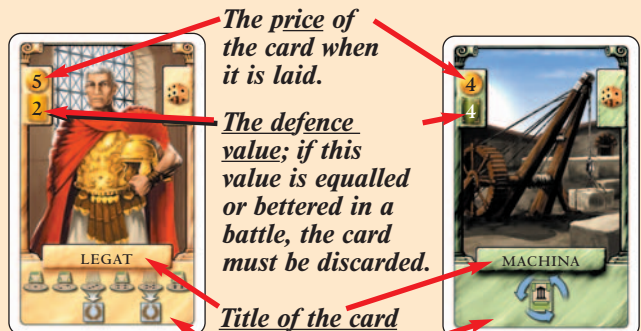
[2x in the game]

ROMA

AIM OF THE GAME

Rome is in a state of emergency, the Senate and the Guard are embroiled in fierce arguments, the people are divided. Many roads lead to Rome, whether you decide to use powerful cards such as the Turris and the Praetorianus to protect the power and victory points you have, or instead prefer to use the Consul and the Tribun to skilfully pull the strings behind the scenes. Whoever succeeds in using their connections and manages to play their cards cleverly will at the end deserve their victor's laurels.

PLAYING EQUIPMENT

- **52 playing cards** − 32 character cards and 20 building cards
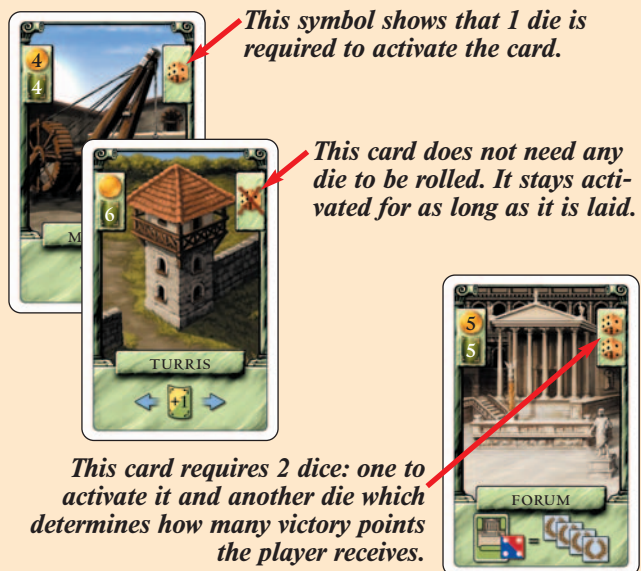
The price of the card when it is laid.

The defence value; if this value is equalled or bettered in a battle, the card must be discarded.

Title of the card

LEGAT

MACHINA

Character cards are yellow.

Piktogram, gives details on what the card does.

Building cards are green.

This symbol shows that 1 die is required to activate the card.

This card does not need any die to be rolled. It stays activated for as long as it is laid.

TURRIS

This card requires 2 dice: one to activate it and another die which determines how many victory points the player receives.

FORUM

- **6 dice discs** − show from 1 to 6 dots
- **1 "money" disc** − shows coins, Roman sestertii
- **1 "card" disc** − shows the symbol to draw new cards.

- **36 victory points** − divided up into one-point and two-point cards.

- **Money** − the sestertii are used to pay for laying the cards.

- **3 action dice in each of the players' colours** − they are needed to activate cards, take money or draw new cards.

- **1 white battle die** − to determine the outcome of the battles.

- **1 set of instructions**