



1.0 INTRODUCTION

The Roman Empire is broken. The crisis of the third century - a decades-long fever dream of civil war, plague, and economic ruin - stretched it thinner and thinner, until finally, inevitably, it splintered into three parts. In the east, the prominent trading city of Palmyra became the center of a new Palmyrene Empire. In the west, the governor Postumus was declared emperor by his men, and rather than march on Rome to begin yet another civil war, he contented himself with a new Gallic Empire. Sandwiched between the two were the remnants of the Roman Empire.

Attempts were made early on to bring Postumus to heel, but proved unsuccessful. The Palmyrene Empire, under its king Odaenathus, was tolerated, mostly because Odaenathus was careful to play lip service to Rome's suzerainty; oh, yes, we are almost certainly part of your empire and not independent at all, I'm just taking care of it for you. So long as Palmyra didn't formally declare itself an empire, and didn't make a play for Egypt - the bread basket of Rome - the Roman emperor Gallienus was content to let it be.

In 267 and 268, the rulers of all three empires were assassinated. Odaenathus was succeeded in name by his eight-year-old son Valballathus but in practice by his widow, Zenobia, who was exactly the kind of ambitious "eastern queen" that caused Rome's patriarchy to get its *subligaculum* in a bunch. After killing Postumus, the army elected Marius - supposedly a former blacksmith - to rule the Gallic Empire, which he did for all of three months before he too succumbed to a fatal case of knife poisoning. He would be succeeded by Victorinus, who ruled for almost two years before being murdered by a lover's husband, and would in turn be succeeded by Tetricus.

And, finally, the ineffectual Gallienus was replaced by the far more capable Claudius II, who earned the honorific *Gothicus* for his aggressive campaigns against the Goths. He ruled for sixteen months before succumbing to plague. Safely ensconced in Rome, Claudius's brother Quintillus was declared Emperor. On the Danube, the troops who had served with Claudius declared for Lucius Domitius Aurelianus - the man now known to history as Aurelian.

The son of a peasant farmer, Aurelian joined the army at an early age. He started at the bottom and slowly, stubbornly worked his way up the ranks over a lifetime of service, eventually emerging as the commander of the emperor's cavalry. Tough and unforgiving - his men called him "old hand-on-hilt" or "sword-in-hand" - he was fifty-six when he was declared the Augustus of what was left of the Roman Empire. But he was not content with what was left, and so he set out to put a broken empire - a broken world - back together again.

This would not only require military conquest, but also energetic administration. Infrastructure and city defenses have been neglected for generations. The treasury is nearly empty, and what coins are left in the coffers are practically worthless after decades of inflation and devaluation. Even before everything fell apart, the empire was divided, lacking a common culture or religion to unify them. Over the course of his reign, Aurelian would take on all of these challenges, while still dealing with the usual mix of rebellions, invasions, and pretenders. He then turned his attention to planning a campaign against the Sassanid Empire, who fifteen years earlier had captured and killed the emperor Valerian.

He didn't quite get there. Aurelian was famous for punishing corrupt officials, sometimes by death. One of his secretaries, fearful he would be caught, forged a bogus list of high officials that "Aurelian" wanted executed, then passed it along to those same high officials. They then plotted and carried out the emperor's murder, ending a remarkable reign that lasted only five years.

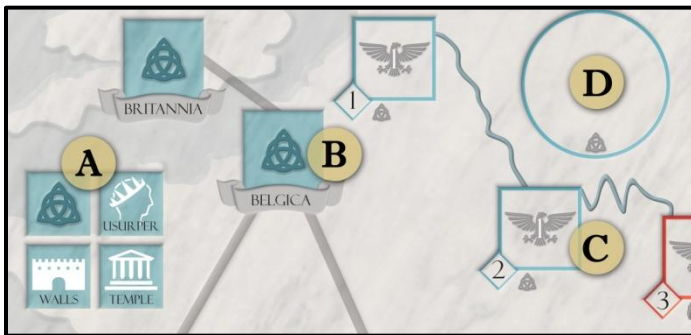
In this solitaire game, you assume the role of Aurelian, and endeavor to match his accomplishments. Like my previous solitaire games **Agricola**, **Master of Britain** and **Charlemagne, Master of Europe**, this is a game in which the actions you take will shift how the citizens of your empire feel about your rule. Beyond marching around the map, quelling revolts, and smacking down usurpers, you must also manage monies, maintain a strong defensive line along the Danube, make war against Germanic tribes, build up city defenses, and spread the cult of Sol Invictus. You do not have nearly enough time or resources to do all of these things equally well, and will need to make hard choices. If you succeed, you will earn the title afforded to Aurelian by the senate: *Restitutor Orbis*, "Restorer of the World".

2.0 COMPONENTS

The game is played with one mapsheet, 88 counters, one player aid, and one eight-sided die. You will need to provide three opaque containers, such as coffee cups.

2.1 Map

The map represents the splintered Roman empire at the time of Aurelian's ascension. It is home to several named Boxes which represent local centers of political, economic, and military power. Each Box is named for an important City or Province, and is connected to other Boxes by Movement Lines. Boxes that are connected by a Movement Line are adjacent to one another.



A. Display B. Box C. Danube Space D. Barbarian Pool

Boxes exist in one of four Regions. Each Region has a Display. When you build Walls or consecrate Temples, markers are placed in that Region's Display.

Three of the four Regions border the Danube River, and collectively are home to the Danubian Front. These eight Danube Spaces are home to Legions charged with safeguarding the Empire's borders against the "Barbarian" threat. While not connected to Boxes within a Region via Movement Lines, these Danube Spaces are a part of a Region and benefit from Walls within that Region. Beyond the Danubian Front, there are three Barbarian Pools, where you as Emperor can conduct Campaigns for glory and, more importantly, cash. Do not confuse these Pools with the Dead Pool.

The map is home to several Tracks and Charts:

- ✦ The **Army Strength Track** tracks the Combat Value of the forces directly under Aurelian's command.
- ✦ The **Victory Points Tracks** record Victory Points (VP) scored. The top track counts points in increments of one, while the bottom counts in increments of ten. Together, these are used to mark your total score.
- ✦ The **Turn Track** counts the six turns of the game, and indicates the VP Threshold that must be met at the end of each turn.

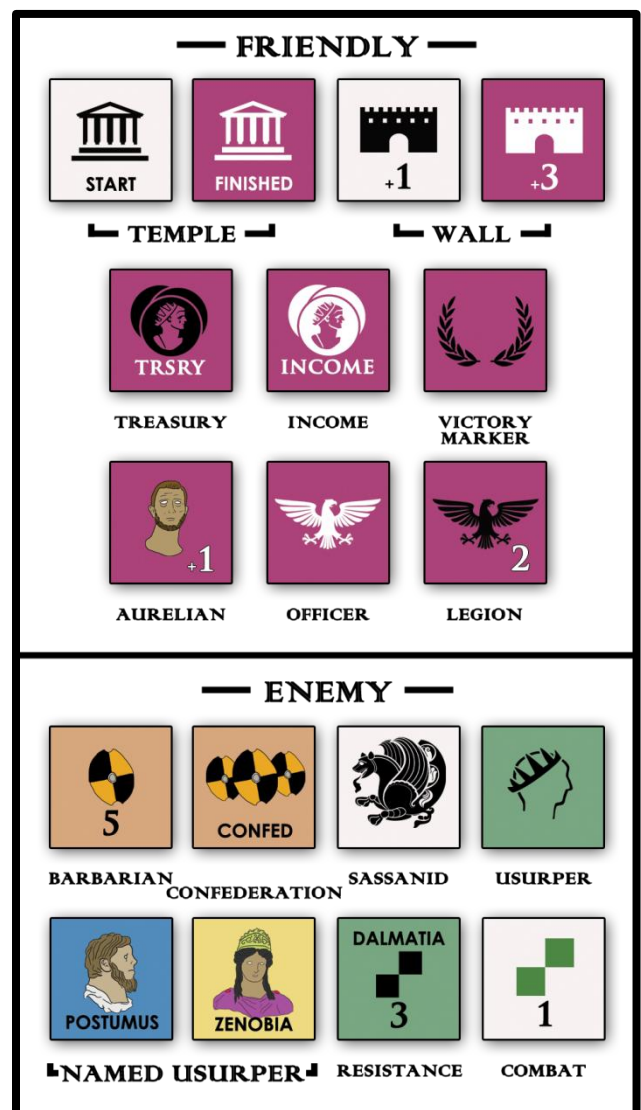
✦ The **Income & Treasury Track** indicates your financial power. The Income Marker indicates how much money is earned in each turn in taxes, while the Treasury Marker indicates how much money you actually have.

✦ The **Aurelian Walls Track** is used to chart the building of the famous Aurelian Walls around the eternal city of Rome. These will result in a penalty or bonus points modifier at the end of the game.

✦ The **Battle Table** is used to resolve Battles, while the **Campaign Table** is used to resolve Campaigns.

2.2 Counters

Many of the counters represent challenges to your rule, and are called Enemy Units.



The front side of each Enemy Unit (color background, with name) represents unorganized dissatisfaction with your regime, and has a Resistance rating. The reverse side of each Enemy Unit (white background, no name) represents organized, armed revolt, and has a Combat Value (CV).

Some counters represent Usurpers to your throne. Often it is the presence or absence of a Usurper that will determine whether or not Enemy Units are flipped to their CV side. Two of these Usurpers are named: Zenobia and Postumus.

Historical Note: Obviously Postumus had taken a powder, permanently, by the time our boy Aurelian took the purple, and the Gallic Empire during this period was ruled by Victorinus (until 271) and then Tetricus (though in between the two, Victorinus's mother Victoria exerted some control over the situation, and it was her support that got Tetricus the job in the first place). I wanted someone to stand in for "whoever the recognized head of the formal Gallic Empire is right now", and since Postumus started it, and ruled it the longest, he got the nod. Also, I found his face much easier to draw than either Victorinus or Tetricus, so there's that.

Additionally there are Barbarian Units, which while enemies are not "Enemy Units" in specific game terms. These threaten your borders and your legitimacy, and have a Combat Value.

Fewer in number are the counters representing the tools and resources at your disposal. First and foremost, there is the Aurelian counter, representing your own person and the military forces directly under your control. This counter has a Leadership Rating (+1 on the front, +2 on the reverse) which makes certain Actions easier.

You have Officers at your disposal who can keep watch over a Region while you're otherwise engaged.

Legionary counters (or "Legions" for short) indicate the increased strength of Legions stationed along the Danube. Each Danube Space has a strength ranging from one to three; the Legions counters are used to represent that strength when it is two or more.

Finally, there are markers:

- ✖ Wall markers are used to build walls, with a defense rating of 1 or 3.
- ✖ Temple markers are used when building Temples to Sol.
- ✖ The Turn End Markers are used to determine when the current turn (and the game!) ends.
- ✖ Various Track Markers are used on the relevant tracks.

2.3 Cups

To play the game, you will need three opaque containers (called cups). These cups are arranged from left-to-right, and deemed the Friendly, Unfriendly, and Hostile cups.

3.0 SET-UP

Place counters as follows:

- ✖ Place the named Usurpers *Postumus* and *Zenobia* in the Blue and Yellow Usurper boxes, respectively. Set unnamed Usurpers to the side of the map.
- ✖ Place the remaining Yellow counters into the Hostile Cup. Draw and place Enemy Units, on their CV side, until *six* such Units have been placed.
- ✖ Place the Blue counters into the Unfriendly Cup. Draw and place Enemy Units, on their CV side, until *six* such Units have been placed. Then, place the Green counters into the Unfriendly Cup.
- ✖ Place the Brown Barbarian counters (but not the Confederation marker) into the Friendly Cup. Draw and place two in the Green Barbarian Pool, then one in the Red Barbarian pool. Dump the contents of the Friendly Cup into the Hostile Cup.
- ✖ Place the Red counters into the Friendly Cup. Draw and place Enemy Units, on their Resistance side, until four such Units have been placed.
- ✖ Then, add the Confederation marker and the Sassanids marker to the Friendly Cup. Add two of the Turn End markers to the Hostile Cup.
- ✖ Place a Legion counter, at strength 2, in each of the Danubian Front spaces numbered three through eight. Place Aurelian (+1 side) in Moesia. Set aside the remaining Legion counters and Officers; they will enter play later. Same goes for the Wall and Temple markers; keep them to the side of the map.

Set-up the various tracks as follows:

- ✖ Army Strength at "2".
- ✖ Game Turn marker on the "1" space; place the third Turn End marker on the "4" space.
- ✖ Income marker at "13" and Treasury at "5".
- ✖ Aurelian Walls marker at "-2".

4.0 SEQUENCE OF PLAY

The game is played over the course of up to six Game Turns, with each turn consisting of the following phases, always performed in this order:

ACTIONS PHASE: The bulk of the Game Turn, in which you take a series of Actions. Each Action will result in a Cup Adjustment and one or more Reactions. This phase ends immediately when there are two Turn End chits in the Dead Pool.

BUILD PHASE: In which you have the opportunity to build Walls and consecrate Temples.

LEVY PHASE: In which you draw a chit from the Friendly Cup, and increase your strength along the Danube Front by its Combat Value.

DEAD POOL PHASE: In which the Dead Pool is resolved.

TAXATION PHASE: In which you get some money, but probably not enough.

TURN END PHASE: In which you score Victory Points and either lose the game or progress to the next Turn.

5.0 ACTIONS PHASE

During the Actions Phase, you will move pieces on the map and take Actions. Each Action you take will result in a Cup Adjustment and one or more Reactions.

A **Cup Adjustment** consists of blindly drawing a chit from a specific cup and, without looking at the chit or the cup, moving it to another specific cup. There are three types of Cup Adjustments:

- ✚ Friendly-Unfriendly: Moving a chit from the Friendly Cup to the Unfriendly Cup.
- ✚ Unfriendly-Hostile: Moving a chit from the Unfriendly Cup to the Hostile Cup.
- ✚ Unfriendly-Friendly: Moving a chit from the Unfriendly Cup to the Friendly Cup.

Note that there is no way to move a chit from the Hostile Cup to either of the other two cups.

What happens if a Cup is Empty?

- ✚ If the Friendly Cup is ever empty when you try to resolve a Friendly-Unfriendly Cup Adjustment, perform an Unfriendly-Hostile Cup Adjustment *instead*.
- ✚ If the Unfriendly Cup is ever empty when you try to resolve an Unfriendly-Friendly or Unfriendly-Hostile Cup Adjustment, that Cup Adjustment is skipped. We haven't seen this happen yet, but there's a first time for everything.

A **Reaction** consists of blindly drawing and revealing an indicated number of chits from the Hostile Cup, one at a time, resolving it according to certain rules as detailed in 7.0.

This process - an Action, resulting in a Cup Adjustment and followed by a Reaction, followed by another Action, etc. - continues until one of the following three events occurs, triggering the end of the Phase:

- ✚ There are at least two Turn End Markers in the Dead Pool after resolving all Reactions for a given Action. **Note that the Confederation marker counts as a Turn End Marker!**
- ✚ You voluntarily choose to end the phase early.
- ✚ You suffer an Instant Defeat (13.0).

If you voluntarily end the Action Phase early, immediately resolve 2 Reactions before proceeding to the Build Phase.

6.0 THE ACTIONS

You have several Actions available to you. Choosing the right Actions at the right time in the right place is integral to your successful reign.

Actions generally target the Box occupied by your Aurelian piece, or by one of your Officers.

Before taking any Action, you may (but are not required to) move the acting piece from its current Box to an adjacent Box; it is the Box occupied by the acting piece after any move that is the target of the Action. In order to move to a Box, you must be able to take an Action there; some Actions are not permitted in Boxes containing Enemy Units with Combat Values.

Actions taken by Officers are not as effective as those taken by Aurelian. Further, Aurelian utilizes his Leadership rating, adding it to **every** die roll he makes when resolving an Action.

6.1 Suppress

The suppress action uses the presence of authority (backed up by military power or otherwise) to quell unrest before it gets out of hand.

LIMITATIONS: The action targets a Box containing Enemy Units without CVs.

ACTION: Roll the die. If the result is greater than the topmost Enemy Unit's Resistance Rating, remove the Enemy Units in the Box to the Dead Pool. If the result is equal to or less than the Resistance Rating, there is no effect.

OFFICERS: Officers only remove the topmost Enemy Unit when successful.

ADJUSTMENT: Friendly-Unfriendly.

REACTIONS: 2

6.2 Placate

This action addresses the concerns of the governed through the placement of the right coins in the right palms.

LIMITATIONS: The action targets a Box containing Enemy Units without CVs.

ACTION: Expend money from your Treasury equal to *half* the topmost Enemy Unit's Resistance Rating, rounded up. Remove the topmost Enemy Unit in the Box to the Dead Pool.

OFFICERS: No special limitation for Officers.

ADJUSTMENT: Unfriendly-Friendly.

REACTIONS: 1

6.3 Assign

This action puts a new Officer piece into play. Note that you can never have more than 2 Officers in play at one time. Officers might be removed when a new Usurper is placed (chances are, they're the ones doing the Usurping!), but can be placed again on a subsequent Assign action, as below.

LIMITATIONS: This action targets a Box that is free of Enemy Units, in a Region that contains no Usurpers.

ACTION: Reduce the Strength of your Army by 1. Place the Officer piece in the Box.

OFFICERS: Officers cannot take the Assign action.

ADJUSTMENT: Unfriendly-Friendly.

REACTIONS: 1

6.4 Redeploy

This action rearranges the forces stationed on the Danube, and in your Army.

LIMITATIONS: This action may only be taken in a Box that is free of Enemy Units, in a Region that contains no Usurpers and has Danube Spaces. It affects all Danube Spaces except those in Regions with Usurpers.

ACTION: Flip, remove, and place Legion counters in all eligible Danube Spaces to rearrange the Strength of your Legions as you see fit. No Danube Space can be reduced to a strength of less than 1 or increased to a strength beyond 3. If a Danube Space has a Barbarian counter on it (see 7.2), assigning 1 Strength is sufficient to move it to its Barbarian Pool. You may also move Legionary Strength to and from Aurelian's Army: basically, you can rearrange your available Strength between the Army and the Danube Spaces as you see fit pursuant to the restrictions above.

OFFICERS: Officers cannot take the Redeploy action.

ADJUSTMENT: Friendly-Unfriendly.

REACTIONS: 1

6.5 Campaign

This action conducts a Campaign against the barbarians.

LIMITATIONS: This action may only be taken in a Box that is free of Enemy Units, in a Region that contains no Usurpers and has Danube Spaces, with an associated Barbarian Pool containing at least one Barbarian.

ACTION: Count the number of Barbarian markers in the targeted Pool and find the relevant column of the Campaign Table. Roll the die and add the Strength of your Army and your Leadership rating to find the relevant row. Cross-reference the row and column to arrive at the result. The number to the left of the slash is the number of Legion Strength points your Army loses (note that if it is reduced to zero, you lose the game!). The number to the right of the slash is the number of

Coins you add to your Treasury (but note that your Treasury can never be in excess of your Income). Remove the Barbarians from their Pool to the Dead Pool. For every two Barbarian units thus removed, rounding down, add one Strength to any of your Legions on the Danube (not your Army) in that Region.

NATURALS: Regardless of modifiers, rolls of an unmodified "1" always counts as "1". Modified rolls can never exceed "8".

OFFICERS: Officers cannot take the Campaign action.

ADJUSTMENT: Unfriendly-Friendly.

REACTIONS: 2

6.6 Battle

This action conducts a Battle against subjects in armed rebellion.

LIMITATIONS: This action may only be taken in a Box containing Enemy Units with CVs.

ACTION: Sum the total CVs of the Enemy Units in the Box and find the relevant column of the Battle Table. Roll the die and add the Strength of your Army and your Leadership rating to find the relevant row. Cross-reference the row and the column to arrive at the result. The number indicated is the number of Legion Strength points your Army loses (note that if it is reduced to zero, you lose the game!). Remove all Enemy Units in the Box to the Dead Pool.

NATURALS: Regardless of modifiers, rolls of an unmodified "1" always counts as "1". Modified rolls can never exceed "8".

OFFICERS: Officers cannot take the Battle action.

ADJUSTMENT: Friendly-Unfriendly, then Unfriendly-Hostile.

REACTIONS: 2

6.7 Siege

This action puts an enemy city under siege and attempts to avoid Battle. The Siege Action is special in that once you start, you are forced to continue taking Siege Actions, and only Siege Actions, without moving, until either the Siege is successful or until the Turn is Ended.

LIMITATIONS: This action may only be taken in a Box containing Enemy Units with CVs.

ACTION: Roll the die. If the result is greater than the CV of the topmost Enemy Unit, remove the topmost Enemy Unit to the Dead Pool. If there is no Usurper in the Region, flip any remaining Enemy Units in the target Box to their Resistance side. If the result is less than or equal to the CV of the topmost Enemy Unit, the siege fails.

OFFICERS: When an Officer takes this action, the roll must be greater than *twice* the Enemy Unit's CV to be successful.

ADJUSTMENT: Unfriendly-Hostile.

REACTIONS: 2

6.8 March

This action allows you and your Officers to move more quickly.

LIMITATIONS: There must not be any Enemy Units in the Box.

ACTION: Move to an adjacent Box that does not have any Enemy Units in it. That is, before taking the action, Aurelian or an Officer may, but are not required to, move to an Enemy-free Box, where they take this action, which in turn allows them to move to *another* Enemy-free Box.

OFFICERS: No special limitations for Officers.

ADJUSTMENT: None.

REACTIONS: 1

6.9 Actions and Usurpers

After resolving the action but *before* resolving Cup Adjustment and Reaction(s), check to see if any Regions with a Usurper currently have no Enemy Units within the Region. If this is the case, the Usurper is removed. If it is a named Usurper, place it in the Dead Pool and increase your Income and Treasury each by 6.

7.0 REACTIONS

Each Reaction is resolved by blindly drawing one chit from the Hostile Cup. What happens depends on what type of chit is drawn and the state of the Region/Box to which the chit belongs.

7.1 Enemy Units

When an Enemy Unit is drawn, find the Box that corresponds to the place name printed on that Unit, and place it on top of the stack, checking the following cases in this order:

- ✚ If Aurelian or one of his Officers occupies the Box, the new Enemy Unit is immediately placed in the Dead Pool.
- ✚ If there are now three or more Enemy Units in the Box, or if there is a Usurper in the Region, all Enemy Units in the Box are flipped to their CV side.
- ✚ If there are now two or less Enemy Units in the Box, and no Usurper in the Region, all Enemy Units in the Box are flipped to their Resistance side.

After resolving the above, if a Region without a Usurper contains two or more Enemy stacks on their CV side, then place a Usurper marker in the Region and remove any Officers in that Region. Immediately flip all Enemy Units in the Region to their CV side.

7.2 Barbarians

When a Barbarian is drawn, roll the die. The die result will determine which of the Danube Spaces the Barbarian will attack: a roll of "1" will attack the "1" space, a roll of "2" the "2" space, and so-on. To resolve the attack, perform the following steps in the following order.

First, if the roll is "1" or "2" and there is a Usurper in that Region, immediately remove the Barbarian to the Dead Pool; your Usurper has got it handled. That's the good news, but because they're doing your job for you, **you lose 1 VP or 1 Coin immediately** (your choice), which is the bad news. If this would cause either your VP or Treasury to fall below zero, you lose the game.

Second, check if there is already a Barbarian marker in the Danube Space that is to be attacked. If there is, the Barbarian marker will attack the *next* Danube Space in sequence that does not already contain a Barbarian marker (e.g., if "2" is Barbarian-occupied, it will attack "3"; if "8" is rolled and occupied, place in pool) instead and it will be resolved as below.

Third, roll the die again and add to it:

- ✚ the strength of the Legion stationed there (1, 2, or 3), and
- ✚ the strength of the Walls in the Region, if any.

If the modified total exceeds the Barbarian's Combat Value, it is Defeated. Place it in the Barbarian Pool for that Region (*not* the Dead Pool!).

If the modified total is less than or equal to the Barbarian's Combat Value, the Legion is Defeated. Remove the Legion marker (if any) and place the Barbarian marker in its space.

Note that if three Barbarian markers occupy Danube Spaces, you immediately lose the game. So, don't let that happen.

Note that a Redeploy Action (6.4) is sufficient to dislodge the Barbarian marker, moving it to that Region's Barbarian Pool.

7.3 Confederation

When the Confederation chit is drawn, the Barbarians launch a major, coordinated offensive. First, determine which of the Barbarian Pools contains the

most Barbarian markers (choosing one if tied). In every Danube Space in that Region, reduce the Legion's Strength by one (but not below one). Then, move the Barbarian markers from that Pool to the Dead Pool, losing 1 Coin from your Treasury for each marker. (If your Treasury is reduced below zero, you lose the game!) Place the Confederation chit in the Dead Pool. **Note that the Confederation chit counts as a Turn End Marker.**

7.4 Sassanids

When the Sassanids chit is drawn, first determine if there is a Usurper in the Yellow Region. If so, simply place the Sassanids chit in the Dead Pool, no questions asked.

If there is no Usurper in the Yellow Region, count the number of boxes on the map containing Enemy Units (not Barbarians) on their CV side. Subtract 1 VP from your score for each box (not each Unit!). Then, place the Sassanid chit in the Dead Pool.

8.0 BUILD PHASE

During the Build Phase, you can undertake various public works to benefit your subjects, and to make your job a little easier. There are two types of markers you can build: Walls and Temples. One of each marker can be placed in each Region.

Walls and Temples will Start Construction in one Turn, and Finish Construction on a future Turn. Walls and Temples may only be built in Region(s) that do not currently have a Usurper.

8.1 Walls

It costs 3 Coins to Start Construction of Walls, and 3 Coins to Finish Construction on a subsequent turn. The Started side has a "+1" modifier for the Danube Front on it, and scores no Victory Points. The Finished side has a "+3" modifier and scores 1 Victory Point each Game Turn.

Walls assist Legions on the Danube Front in repelling Barbarian invaders (7.2).

8.2 Temples

It costs 3 Coins to Start Construction of a Temple, and 3 Coins to Finish Construction on a subsequent turn. The Started side has no benefit, but the Finished side scores 1 Victory Point each Game Turn and assists in quelling revolts during the Dead Pool Phase (10.0). Additionally, your Income is increased by 1 Coin for the first Temple Finished, 2 Coins for the second, 3 for the third, and 4 for the fourth.

8.3 The Aurelian Walls

During the Build Phase, you can spend 3 Coins to start or continue construction of the Aurelian Walls in Rome, moving the Aurelian Walls marker one space forward on its track.

At the end of Turn 6, the current space occupied by the Aurelian Walls marker will determine the multiplier for the number of *Bonus VP* scored (or subtracted!).

8.4 Usurpers

You cannot Start, Continue, or Finish Construction in Regions with Usurpers. Built markers in Regions with Usurpers provide none of their turn end benefits - no VP are scored, and no Enemy Units are removed during the Dead Pool Phase.

9.0 LEVY PHASE

The Levy Phase consists of two steps: the Free Levy, and the Paid Levy.

9.1 Free Levy

During the Levy Phase, draw one chit from the Friendly Cup and consult its Combat Value. Increase your Strength along the Danube Front by that number, essentially taking a free Redeploy Action (but without moving any troops to or from your own Army).

Optionally, after drawing the chit, you can decide *not* to increase your Strength. If you choose to exercise this option, you immediately score 1 VP. Note that you can only do this if an Enemy Unit is actually drawn from the Friendly Cup.

If a Barbarian chit or other non-enemy marker is drawn, or if the cup is empty, then no increase is made.

In any case, the drawn chit is then placed in the Dead Pool.

9.2 Paid Levy

You may at this stage optionally Levy additional troops to the Danube Front (but not to your Army) by spending 2 Coins for *each* new point of Strength. Note that in the Taxation Phase you will also be spending 1 Coin for each point of Strength; plan accordingly!

10.0 DEAD POOL PHASE

During the Dead Pool Phase Enemy Units will De-Escalate, some will Revolt, and the Dead Pool is resolved.

10.1 De-Escalation & Revolt

First, examine each Region that does *not* contain a Usurper and remove Enemy Units as follows to the Dead Pool:

- ✚ If that Region has a Finished Temple, remove the top-most Enemy Unit from every Box, and flip any remaining Enemy Units to their Resistance side.
- ✚ If that Region does not have a Finished Temple, remove the top-most Enemy Unit from every Box that contains at least 2 Enemy Units.
- ✚ After making these removals, additionally remove from Regions without Usurpers the top-most Enemy Unit from every Box occupied by Aurelian or one of his Officers.

If after resolving the above any of the Regions without Usurpers contains Enemy Units in at least three boxes, place a new unnamed Usurper in that Region, flipping all Units in the Region to their CV side and removing any Officers.

Then, examine each Region that *does* contain a Usurper. If the number of Boxes containing Enemy Units are one or fewer, remove the Usurper to the Dead Pool, flipping all Units in that Region to their Resistance side.

10.2 Named Usurpers

If a Named Usurper (Zenobia or Postumus) is removed during the above step, your Income and your Treasury are immediately increased by 6 Coins. Cool beans!

10.3 Resolving the Dead Pool

Examine the counters in the Dead Pool. Move all Barbarians, Confederation and Sassanid chits, and Turn End markers from the Dead Pool into the Hostile Cup. Leave all named Usurpers in the Dead Pool, and place all unnamed Usurpers to the side of the map. Finally, sort the Enemy Units by Region and resolve each Region according to the following priorities, performed in this order:

USURPER IN REGION

Place the Enemy Units in the Hostile Cup.

NO ENEMY UNITS AND FINISHED TEMPLE

Place the Enemy Units in the Friendly Cup.

ALL OTHER CASES

Place the Enemy Units in the Unfriendly Cup.

11.0 TAXATION PHASE

The Taxation Phase handles monetary matters. First, you will gain some money, then you will lose some money. Isn't that always the way it goes?

11.1 Gaining Money

Move your Treasury marker so that it occupies the same space as your Income marker. Yes, you read that correctly: you never can gain monies in excess of your income level. This simulates the effects of years of currency devaluation and runaway inflation.

11.2 Losing Money

Count the Strength of all Legions on the Danubian Front (do *not* count the Strength of your Army), not including Regions with named Usurpers. For each point of Strength, lose 1 Coin from your Treasury.

If at any point during these adjustments your Treasury is reduced *below* zero, congratulations! You've lost the game!

11.3 Reforms

After resolving the above, you may, at your option, spend 2 Coins to institute Reforms once per turn, increasing your Income by 2 Coins. Essentially, you're rooting out corruption and increasing oversight of mints. Note that this does not increase your Treasury at this time!

12.0 TURN END PHASE

During the Turn End Phase, you score Victory Points and check for defeat.

12.1 Scoring Victory Points

You earn 1 VP each for the following:

- ✚ Per Region that's free of Enemy Units and Usurpers.
- ✚ Per Named Usurper in the Dead Pool.
- ✚ Per Finished Walls marker in a Region (not Rome).
- ✚ Per Finished Temple marker in a Region.
- ✚ Per Officer you have in play.
- ✚ Per point of Strength in your Army (not on the Danube).
- ✚ Per 5 Coins, rounded down, in your Treasury.

Note that during the Levy Phase you will also score 1 VP if you choose not to increase your Strength on the Danubian Front.

12.2 Aurelian's Triumph

If after scoring VPs during the Turn End Phase, Aurelian is on his "+1" side and *Zenobia* is in the Dead Pool, you may (and probably should, but are not required to) hold a Triumph:

- ✚ Score VPs a second time, just as you did in 12.1.
- ✚ Flip Aurelian to his "+2" side.

This is done *before* scoring any Bonus VP or checking for defeat. You do not need to do this the first turn that *Zenobia* is in the Dead Pool - you may delay this one-time event until a later turn, or choose not to hold the Triumph at all (if you're feeling like you need the game to be harder for some reason).

12.3 Turn 6 Bonus VP

During this phase in Turn 6, count the number of Regions without Usurpers that have Finished Walls. Multiply this number by the multiplier indicated on the space currently occupied by the Aurelian Walls marker. This is your Bonus VP if it is a positive multiplier. If it is a negative multiplier, score no bonus VP.

12.4 Turn 6 Penalty VP

After scoring Bonus VP (if any), count the number of Enemy Units plus Barbarians on the map. If you have a negative multiplier on the Aurelian Walls track, multiply this number by that multiplier. Reduce your VP by the final result. If it is a positive multiplier, reduce your VP by the counted number of Enemy Units plus Barbarians.

12.5 Check for Defeat

If your current VP is equal to or greater than the VP Threshold for the turn, you may proceed to the next turn (or, if it is Turn 6, you win the game provided there are no Usurpers in play). If the current number of VP is less than the VP Threshold (including on Turn 6), you lose. Boo! Hiss!

12.6 Turn End Cup Adjustments

Make the following Cup Adjustments:

- ✖ 2 Friendly-Unfriendly
- ✖ 2 Unfriendly-Hostile

Unless it is the last turn, immediately resolve Hostile Reactions equal to the current turn number (i.e., 4 Reactions on Turn 4, 5 Reactions on Turn 5). If during this step one of the Turn End markers are drawn, simply return it to the cup, and stop resolving Reactions.

Unless it is the last turn, advance the Game Turn marker one space forward on the track; when you move to Turn 4, add the third Turn End Marker to the Hostile Cup.

13.0 LOSE CONDITIONS

As noted elsewhere in these rules, you immediately lose the game if:

- ✖ Your Treasury is reduced below zero.
- ✖ There are three Barbarian markers occupying Danubian Front Boxes.
- ✖ Your Army's Strength is reduced to zero.
- ✖ You fail to meet the turn's VP Threshold.
- ✖ There are Usurpers remaining at the end of Turn 6.

