IMPERIAL GLORY

A game of empire-building in the ancient world

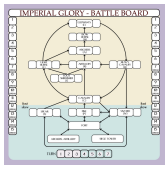
April 25, 2021

Components

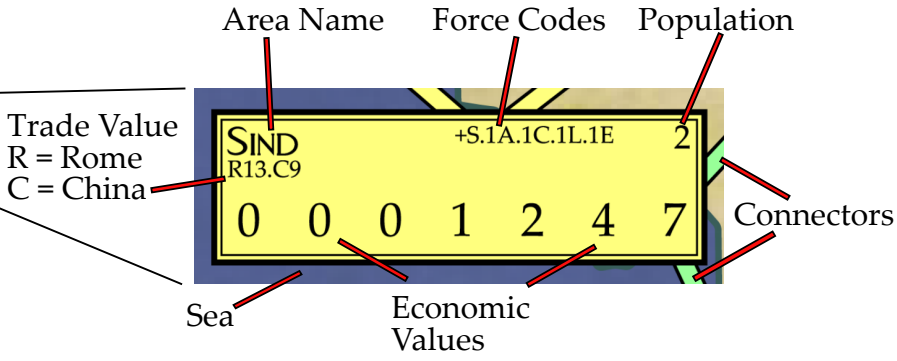
Central Region Map



Battle Board



Example Area



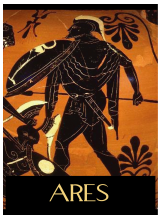
Any Area that borders sea as this one does is a **Coastal** Area.

Cards:

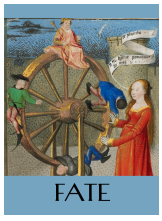
70 Ministerial



40 Ares



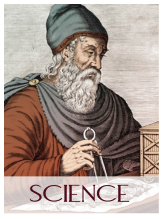
39 Fate



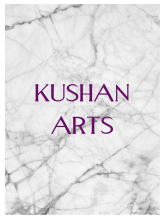
20 Province



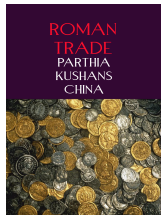
13 Science



12 Arts



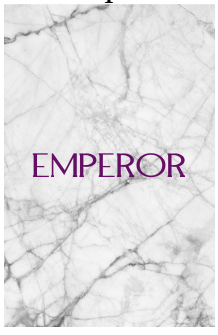
2 Trade



2 Pandemic



6 Emperor

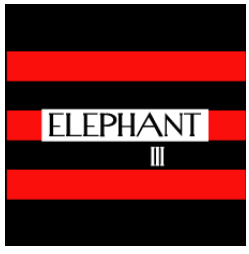


Counters:

42 "1" Force



15 "3" Force



36 Results



18 Popularity



1 Army Marker

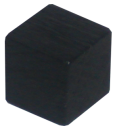


Cubes:

15 Kushan



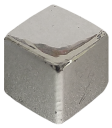
10 Neutral



10 Influence



10 Monument



10 Fort



5 Temple



10 1-Talent



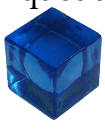
8 5-Talent



10 Unrest/Rebellion/Loan



5 Aqueduct



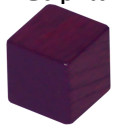
5 Forum/Market



5 Harbor



1 Capital



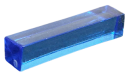
Avatar:

Kushan Emperor



Sticks:

5 Canal



5 Roads



5 Wall



Counters, Cubes and Sticks are intentionally limited except for Unrest/Rebellion/Loan and Kushan cubes.

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INTRODUCTION

The Imperial Glory period from 50-220 CE was entirely new for Eurasia. For the first time, most of the civilized world was or would shortly be dominated by one of four massive empires that bestrode the earth.

Far to the east, the **Han Dynasty** had dominated since 206 BCE, then fallen, but since 23 CE had resurrected itself and was now extending its powerful grasp far to the north and west.

In the far west the **Roman Republic** had fallen and after multiple civil wars Caesar Augustus had consolidated a stable empire, over which his descendant Claudius now presided.

To their east, following Roman defeat of the Seleucids, the horse riding **Parthians** had conquered an empire, stretching from the Fertile Crescent in the west to Central Asia in the east

And in Central Asia, a group calling themselves the **Kushans**, part of the Yuezhi confederation, had consolidated power and were

set to drive south to build their empire.

Although all were tested by outsiders – the "barbarians" – and although they all fought their neighbors at some point, remarkably all four empires stayed in power for a considerable time. Why this should be so is something of a mystery since after these empires declined and fell, such a situation did not arise again until the Byzantine, Tang, Sassanid and Hephthalite empires some four centuries later. But one explanation must lie in the opportunities for long distance trade that the stability of these empires afforded. Silk and many other exotic products reached far off Rome via ship and caravan. Silver, gold, glass and much else reached China from Rome. Elites in these empires were willing to pay handsomely for such rarities and the imperial government collected handsome levels of taxes on all of them, the kinds of wealth one needs to run and expand an empire. This paid not just for armies, but for forts, temples, aqueducts, and other structures. There were tremendous advances too in art, architecture and science.

Why did it all end? It may well have been for a reason too familiar to modern ears. From 151 to 180 CE arrived a pandemic now known as the Antonine Plague. Its total death count may have reached 5 million, including Roman emperor Lucius Verus. In Rome, it killed as much as one third of the population; in some areas, 10% overall, and devastated the army. It also severely damaged Roman trade. The resulting disruptions caused in China the Yellow Turban Rebellion and in Rome the Crisis of the Third Century (see our game *ROME IN CRISIS).* The Han fell in 220, the Parthians in 224. Although they would kick on in much reduced circumstances until 350, the Kushans, youngest of the empires, declined sharply from 230.

Note: This initial offering features only the Kushan Empire, a faction that has not appeared much in games, playable as a solitaire effort. Two expansions will feature Rome and Parthia, and the Han Dynasty China. Both will offer multiplayer scenarios.

How It Works

In this game you represent an imperial prime minister, trying to do the best things for the long term vitality and legacy of the empire. In this you may or may not be helped by your emperor, whose ideas can differ. You must work together as best you can and in so doing may achieve imperial glory.

Each turn you begin with a Ministerial card that represents the last person the Emperor talked to, a person who comes from a specific sphere of activity and represents what the Emperor thinks is most important to address. You can accept the Emperor in his infinite wisdom or expend one of your limited Influence points to try for a second opinion. If you're still not happy with this, you can repeat it, getting up to five opinions, from which you must choose one.

Drawing cards can also reveal Provinces, which represents that their tax payments and recruits have arrived. There are also Trade cards that represent valuable income from taxes on trade.

Based on the minister you chose, you resolve an Endeavor (movement, raid, development, diplomacy, building, arts, science or subterfuge) using the card's ability. Most Endeavors use a combination of money expenditure and draw of a Result to determine the outcome. The Emperor's abilities can affect the result as well.

If your armies move into an unowned Area, this is a combat, which employs a battle board for resolution.

If you succeed you may get some influence back and gain some Popularity in the form of face down counters whose exact value is unknown. You can also add a Minister to your repertoire. If you fail, however, you lose the Minister.

End the turn with the draw of a Fate card, which often represents a new challenge for you to consider before your next turn.

In the end you will measure success based on the health and posterity value of your empire, including size, economic state, artistic achievements, scientific discoveries and more.

SETTING UP THE GAME

1. Decide which empire each player will play and give them their **Emperor, Ministerial and Arts** cards.
2. Each player shuffles their **Emperor** cards and turns over the top one. This is their starting Emperor.
3. Each player separates their **Ministerial** cards into decks by type. For each deck, shuffle, then deal face down a number of cards equal to the corresponding rating on the Emperor card. Leave these decks face up, letting only the top cards show.
4. Shuffle all of the dealt cards together to form your **main deck** and turn up the top card.
5. Each player takes 5 Influence cubes.
6. Each player shuffles their **Arts** cards to form a deck that they keep nearby.
7. Each player places their **Popularity** counters in an opaque cup or bag. They draw two of these out at random without seeing their values and keep them face down nearby.
8. Find the **Pandemic** card among the **Fate** cards. Shuffle the rest. If playing a **solo** scenario, deal **nine** cards face down, shuffle **Pandemic** into them and place these cards at the bottom of the deck. For a two-player match, do this the second time you form the deck, for a three-player, the third time, for a four-player, the fourth.
9. Shuffle the **Ares** and **Science** decks and place these and the **Fate** deck in the indicated board spaces
10. Place the **Result** counters in an opaque bag or cup. Remove five at random and place them face down nearby without looking. When the container is empty, restore it in the same way.
11. Finish setting up per the SCENARIO instructions.

GOAL OF THE GAME

A player wins the game by having the most Glory points when the game ends. Players score points in the following categories.

Provinces and Client Kingdoms

Each Province not in Rebellion is worth its Economic Value.

Each Client Kingdom is worth half its Economic Value, rounded down.

Monuments and Temples

At the end of the game, each player draws a Result for every two monuments and/or temples in their empire and scores that number of Glory points. If there is an odd number of monuments and/or temples, draw an additional Result and halve its value.

Arts and Science

At the end of the game, each player draws a Result for every two Arts and/or Science cards that contain a level indicator and scores that number of Glory points. If there is an odd number of Arts and/or Science cards, draw an additional Result and halve its value. Add all these quantities together. Subtract 1 for each Level I card, add 1 for each Level III card and add 3 for each Level IV card. Add the result to the owner's Glory Points total.

Awards

Each award is worth five Glory Points. Awards do not apply to solitaire matches.

- **Arts & Culture Award.** The player who has the highest value in Arts points.
- **Science & Ideas Award.** The player who has the highest value in Science points.
- **Architecture Award.** The player who has the most Temples plus Monuments.
- **Growth Award.** The player whose empire gained the most Provinces compared to their starting Provinces.
- **Stability Award.** Add up the level of each of the player's Provinces and divide by the number of Provinces. The player with the highest total.

Popularity

Divide your last Emperor's Popularity by **six**, round down and convert into Glory points.

Loans

Lose 5 Glory points for every loan cube you hold.

SEQUENCE OF PLAY

A player completes their entire turn before the next player does. The turn phases:

I – Choose the Endeavor.
II – Collect Taxes.
III – Conduct Endeavor(s).
IV – Conduct Combat.
V – Resolve Conquest.
VI – Account for Success or Failure.
VII – Draw a Fate card.
VIII – Discard and Draw.

PLAYING THE GAME

I – Choose the Endeavor.

In this step draw cards, each of which permits a different type of Endeavor attempt.

Drawing Cards.

If you have fewer than **five (5)** revealed cards (not counting a Defending General) and at least one unallocated Influence, you can reveal the next card in your deck and place it to the right of your existing ones.

a. If you draw a **Ministerial** card, place an Influence cube on it. (Do not place an Influence cube on a **Trade, Province, Plague or Immunity** card.)

b. If you draw a **Trade** card, but the name of your empire is not in its list, place the card on the discard pile of the first empire on the card's list. It does not count against your five revealed cards.

c. When you draw a card that corresponds to one of your **Client Kingdoms,** increase its Economic Level by one, but never to the highest level.

d. You can continue to draw so long as you have unallocated Influence and have fewer than **six** cards for the turn.

e. If you have no **Trade, Province, Plague or Immunity** card in hand, skip ahead to the Endeavor type you have chosen, one of

Military, Economy, Diplomacy, Building, Arts, Philosophy or **Subterfuge**.

Exhausting the Deck. If you are to draw a card and the deck is empty:

a. Pay 1 talent from your treasury for every 3 of your forces (that are not in Rebellion) you wish to keep on the map, rounding up for any leftovers. Return any forces you do not pay for to the supply.

b. Pay 2 Talents per loan. If you are unable to pay (out of loans and no funds from another empire) the **game ends** instead.

c. Shuffle the discards to recreate the deck.

Gaining Influence. Once per turn you can gain an Influence, up to a maximum of **ten (10),** by revealing your top deck card:

- If a **Ministerial** card, place it at the bottom of its deck.
- If a **Province** card, add it to your revealed cards, but you cannot tax or recruit from it and the corresponding Province enters Unrest, or if already in Unrest, perform a **Rebellion Check** on the Province.
- If a **Trade** card, do not collect its taxes.
- Process **other** cards such as Pandemic or Immunity as normal.

II – Collect Taxes.

Any **Provinces** or **Client Kingdoms** among your revealed cards pay their taxes and generate recruits, **except** that Areas that **cannot trace a path** of Provinces or Client Kingdoms back to the capital do not pay or generate.

Taxes

- For each **Province**, collect talents equal to its Economic Value.
- For each **Client Kingdom,** collect equal to half its Economic Value, rounded up.
- If a Province contains a **Canal, Roads** or **Forum/Market**, add 2 talents for each of these in the Province.
- **Plunder.** You can plunder a Province instead of taxing it, if you have at least one unit in it. In this case, collect talents equal to double its Economic Value, before applying bonuses for constructions. Then, reduce its Economic Level by one and draw a Result. If it is 10 or greater, the Province goes into **Rebellion**; failing that, into **Unrest**.

Recruiting

For each Province card you can place force counters from the supply onto the map in the Province that enabled them.

Restrictions:

- **Number.** The maximum number of forces you can recruit in a Province per turn is the Province population number.
- **Force types.** You can recruit forces of the types indicated in the Province, only. In a single turn you cannot recruit more of the type than are listed. For example, if a Province listed 1E you could recruit at most 1 Elephants, even if the Population were 2. The second force would have to be of a different type. For this purpose treat a variable-sized force as worth 3.
- **Unrest.** You cannot recruit in a Province that has an Unrest marker.
- **Availability.** If a particular type of force is not available in the supply you cannot recruit it.
- **Source**. Each Province can only recruit from the supply that corresponds to its map. A force indicates its map on the reverse: West,

Central or East.

Taxes on Trade

If your revealed cards contain any **Trade** cards that list the name of your empire, these pay off now, as follows:

1. Look through your empire to see whether any of your Provinces contain the code for this card (R=Rome, P=Parthia, K=Kushan, C=China).
2. Take talents equal to the number right of this code for exactly **one** of these Provinces, your choice, so long as it is not in **Rebellion**.
3. Add the Trade card to the discard pile of the next empire on the card's list. If your empire is last on the list, add it to the first empire's discards. In a **solitaire scenario,** at the end of your turn place the card in your discard pile.

III – Conduct Endeavor(s).

You can conduct a **single** Endeavor during your turn, or **Pass**. The Endeavor's type must match one of your revealed cards. If you pass, you will neither gain nor lose Popularity, but must return any allocated Influence to the general supply; skip to VII – Draw a Fate card.

Abilities. Some Ministerial cards feature special abilities, for example **"Activate a card and keep another for next turn"** or **"Can Activate Two More Cards".** If you choose to use a card of this type, do not count it as the Endeavor. If a card instructs to draw a card, you can still do this even if you have revealed five already.

Ministerial Card Qualifiers. For example, one Architect specifies **"Level II for Monuments only".** This means the card is at Level 0 for other types of constructions.

Move the Emperor.

The emperor token represents the location of the emperor at any point. The emperor moves before the Endeavor, but in the case of a Military Endeavor, during the Endeavor.

The emperor can move up to **four** Areas, but at most three if any connections are **mountain**. However, if a **road** connects the two Areas, the mountains do not have this effect.

The emperor cannot enter an Area outside his empire, including Areas in Rebellion, unless accompanied by at least one force, unless he loses his last Province. See Loss of Empire.

When determining an Endeavor result in an Area, the presence of the emperor modifies it depending on the emperor's stature for that Endeavor type:

Stature	Modifier
1	-2
2	-1
3	0
5	+1
8	+2

Combat. In the case of combat, the modifier column modifies the General's level for purposes of Initiative and the number of Ares cards the player draws before combat (minimum zero). This applies to both attacking and defending. The Emperor does not count as a commander.

Arts, Philosophy and Subterfuge Endeavors occur at the capital.

Loans

If you run short of funds, you can borrow 10 Talents, but will have to pay interest.

Restrictions:

- At most once per turn
- Only if you have fewer than 10 Talents

- Only during your turn, after you have revealed your cards, or when your emperor has just died

Procedure

- Take a loan cube and 10 Talents.
- When you reshuffle your main deck you must pay 2 Talents per loan you have.
- Return a loan cube to the supply at any time other than when the emperor has just died or the game has ended by paying 12 Talents.

Trades and Deals

Players can, during their own turns, transfer Talents and/or Loans with the receiving player's agreement. They cannot transfer Areas, but could mostly abandon a Province so that an invader could take it easily. They can make promises and agreements, but these are not enforceable by the game. Players can never transfer forces (apart from loans to emperors who have lost their empires), Influence or cards.

Relocating the Capital

Each scenario designates an Area that serves as your empire's starting capital.

During your turn, before resolving the first Endeavor, you can change the location of your capital to another Province in your empire at a cost of 7 talents.

Military

Use a Military Endeavor to move any or all of your forces on the map. Your forces can end in at most one unowned Area per Military Endeavor you will perform this turn; these will be combat sites in the next phase. If you do not enter any such Area, you may be able to Raid instead.

Rate. You can move each army up to **three** Areas, tracing a path via the lines that connect Areas, but **at most two if any of the connections are mountains.** However, if a **road** connects the two Areas, the mountains do not have this effect.

Movement Restrictions

- You cannot move **Horse** units into **Forest** Areas, even for Raids.
- When your army enters an Area not in your empire it must stop moving for the turn.

Client Kingdoms. You can march forces into and through your Client Kingdoms without stopping and can use a Client Kingdom's Horse units, only, as your own. Generate these forces anew each turn of use. After combat remove them from the board.

Client Kingdom Restrictions

- The kingdom only provides forces if the target Area is adjacent to itself, and only if the emperor is with the forces.
- The player must pay to supply the Client Kingdom forces.
- Keep the kingdom's forces separate. When there is a choice in taking strikes, strike an imperial force before a Client force.

Adding a General. Some General cards specify "Can add a General". In this case you can add the level of another General from among your revealed cards for a Raid or Combat. You can count either General as the active one for purposes of Influence gain or loss.

Raids

In a Raid, you make one attack against a non-Forest Area you do not own (you can use a Forest connector). If successful, it reduces the target's Economic level and can provide Talents.

- **Requirements:**
  - Move at least one Horse unit to the target Area and, optionally, the emperor. (Return the raiders to the Province they entered from after resolution of the Raid.)
  - The Economic Level of the target Area must be higher than the leftmost position.
- **Resolution:**
  1. Draw a Result.
  2. Add the level of the General(s) card used to initiate the Endeavor.
  3. Add 1 if you have a wall next to your Province on the path to the Area.
  4. Subtract 1 if there is an intervening wall next to the target Area.
  5. Subtract 1 for each Fort in the target Area.
  6. Add 1 for every 10 units in the Raiding force.
  7. Subtract 1 for every 10 defending units in the Target area. (Treat a variable-size force in Independent Areas as a 7 instead of drawing a Result.)
  8. Determine the result as follows:
     - **2-7**: no effect (fail)
     - **8+**: Decrease the target's Economic Level by 1. Gain half the Result counter (rounded up) in Talents.

Economy

Use this Endeavor to remove Unrest from your Province and improve its Economic Value.

Resolve this Endeavor as follows:

1. Pay a number of talents equal to the Province's population value.
2. Draw a Result.
3. To this add the level, if any, of the Governor card used to initiate the Endeavor.
4. Add 2 if the Province has an aqueduct.
5. Subtract 2 for each other empire conquest cube against the Province.
6. Subtract 2 for each other empire diplomatic cube in the Province.
7. Add talents to increase the result on a one-for-one basis.
8. Determine the result as follows:
   - **2-5:** no effect (fail)
   - **6-9:** remove any Unrest, increase Economic Level y 1
   - **10+**: remove any Unrest, increase Economic Level by 2

Skip to VI – Account for Success or Failure.

Diplomacy

Use this Endeavor to achieve one of the following:

- convert an Independent Area into your Client Kingdom,
- convert your Client Kingdom to your Province,
- convert your Province to your Client Kingdom,
- remove foreign influence from your Province,
- restore a rebellious Province
- destabilize another empire's Province or Client Kingdom.

The Emperor should be in his capital, in the target Area, or adjacent to it to add his modifier for this Endeavor.

Resolve this Endeavor as follows:

1. Name the target Area. Possible candidates are non-Barbarian Areas in your empire or adjacent to it, that is, connect to it over a single connection.
2. Pay 3 talents.
3. Draw a Result.
4. To this add the level, if any, of the Diplomat card used to initiate the Endeavor.
5. Add 1 if you have at least ten forces in Areas adjacent to the target Area.
6. Add 1 if the Area is your Client Kingdom.
7. Subtract based on the Modifier of an enemy Emperor in the target Area.
8. Determine the result as follows:
   - **2-8:** no effect (fail)
   - **9+:** success

The effect of success depends on the Area's status:

Your Province:
Remove one other empire's diplomatic cube or convert the Province to a Client Kingdom.

Your Client Kingdom:
Remove another empire's diplomatic cube or convert the kingdom to a Province.

Your Rebellious Province:
Return the Province to your empire. Its forces rejoin your army.

Independent Area:
What happens depends on the number of your player cubes in the Area:

0: place one of your player cubes over the Area name.

1: convert the Area to your Client Kingdom by moving your cube below the neutral cube. Add the Area's card to your discard pile.

Opponent Client Kingdom:
What happens depends on the number of your player cubes in the Area:

0: place one of your player cubes over the Area name.

1: The Area becomes independent.

Opponent Province:
Place one of your player cubes over the Area name. You cannot place any additional cubes in the Area, but your opponent suffers penalties for Economic Endeavors in this Province.

Skip to VI – Account for Success or Failure.

Building

Use this Endeavor to construct a fort, monument, aqueduct, temple, wall, forum/market, road, canal, or harbor in one of your Provinces.

Restrictions:

- Each Province can have only **one of each type** of building represented by a cube, except it can have up to three Forts.
- Each connector can have at most one **canal** and one **road**.
- You cannot build a canal along a mountain connection.
- Each combination of a Province and connector can have at most one **wall**.
- A **canal or road** connects two of your Provinces or your Province and your **Client Kingdom**, and counts as a construction for both. You cannot construct other types in a Client Kingdom.
- If you later lose one end of a **canal or road to an enemy**, they can use it. No player can destroy a canal or road.
- You cannot attempt to build a **second**

construction in a Province until every Province has at least one. (A construction that spans two Areas counts as a construction in each.) You cannot attempt to build a third construction in a Province until every Province has at least two, and so on.

- You cannot build an item of this type if no more of the type exist in the supply.

Construct	Cost	Token	Benefit
Aqueduct	3		+2 to Develop the Province
Canal	3		+2 Tax value to 2 joined areas
Fort	3		Modifies Combat, Unrest, Raid.
Forum/ Market	4		+2 Tax value
Harbor	4		+2 Tax value for sea Province
Monument	1		Glory Points
Road	3		+2 Tax value, extra movement
Temple	2		Glory Points
Wall	3		Modifies Raid.

Resolve this Endeavor as follows:

1. Announce the type of construction and your Province that is to receive it.
2. Pay talents according to the construction type's cost.
3. Draw a Result.
4. To this add the level of the Architect card, if any, used to initiate the Endeavor.
5. Add talents to increase the result on a one for one basis.
6. Determine the result as follows:
   - **2-5:** no effect (fail)
   - **6+:** Success. Place the corresponding token in the Province, except place a wall transverse on an adjacent connector and place a canal so as to connect two Provinces.

Skip to VI – Account for Success or Failure.

Arts

Use this Endeavor to endow art in the empire, whether a statue, music, book, poem, dance, column, or festival.

Resolve this Endeavor as follows:

1. Draw the top 3 cards from the Arts deck and choose the one you want to commission. Place the others at the bottom of the deck in any order.
2. Pay talents equal to the amount shown at top left on the card.
3. Draw a Result.
4. Add the level of the Artist card used to initiate the Endeavor.
5. Subtract the level of the Arts card.
6. Add talents to increase the result on a one for one basis.
7. Determine the result as follows:
   - **2-5:** No effect (fail). Place the Arts card at the bottom of the Arts deck.
   - **6+:** Success. Place the Arts card face up nearby as a completed project.

Skip to VI – Account for Success or Failure.

Philosophy

Use this Endeavor to fund research into knowledge, inventions and new ideas to make life better. Some Science cards confer Glory Points at the end of the game. Others provide special abilities.

Resolve this Endeavor as follows:

1. Draw the top card from the Science deck.
2. Draw a Result.
3. Add the level of the Philosopher card used to initiate the Endeavor.
4. Subtract the level of the Invention card.
5. Determine the result as follows:
   - **2-7:** No effect (fail). Place the card at the bottom of the Science deck.
   - **8+:** Success. Place the Science card face up nearby as a completed project.

Skip to VI – Account for Success or Failure.

Subterfuge

Use this Endeavor to confiscate funds or remove a Ministerial card.

Choose one of the following options:

Option I – Remove a Minister:

1. Choose a Minister card from your discard pile or revealed cards.
2. Return a positive Popularity counter at random to the supply.

   If you have no positive Popularity counters, take one at random from the supply and turn it face up. It counts as negative Popularity that you only remove by cancelling it with an equal or greater positive Popularity counter during a future Popularity Check.
3. Draw a Result.
4. Add the level of the Agent card used to initiate the Endeavor.
5. Subtract the level, if any, of the Ministerial card.
6. Determine the result as follows:
   - **2-5:** No effect (fail)
   - **6+:** Place the minister card at the bottom of the corresponding deck.

Option II – Confiscate Funds:

1. Return 3 Popularity counters to your supply.
2. Gain Talents equal to a Result plus the Agent's level. A 7 or more is Success.
3. If the result is less than 7, return the Agent to the bottom of the Agents deck.

Skip to VI – Account for Success or Failure.

IV – Conduct Combat.

In Combat both sides place their forces – represented by counters – on the Battle Board and take turns using a force to strike an opposing force. Once each has had a chance to strike, players check to see whether a side has won the battle. If not, they repeat the process.

There are two combat possibilities: with **Another Empire** or with an **Independent Area**. In case of the latter, a "Nonplayer" controls combat for an Independent Area. In a solo game, the special rules specify the Nonplayer's choices. When there are more players, another player controls the Nonplayer entirely. Which player this is depends on the active player. If the first choice is not in the game, use the second or third.

Rome is the active player: Parthia, Kushans, China

Parthia: Rome, Kushans, China

Kushans: Parthia, China, Rome

China: Kushans, Parthia, Rome

1. Determine Forces.

The acting player, Attacker, uses the forces they have just moved into the Area. The owner of the attacked Province, the Defender, uses the forces they have there.

Independent Area.
Each independent Area, including Client Kingdoms, specifies a defense force at the upper right. Read this in conjunction with the Army Codes table on the Battle Board.

A period (.) separates army types.

If there is just a number and an army code it simply means there are that number of that type. For example, 2A indicates two archer units.

A **plus (+)** sign indicates a variable size force. Draw a Result for each + and use its number as the number of units.

Example: Reading Army Specifications

+S.2A.1C.1L.1E means that if attacked the Area gets

- A Result's worth of Spear units
- 2 Archer units
- 1 Cavalry unit
- 1 Light Horse unit
- 1 Elephants unit

2. Pay for Supply.

The attacking player pays 1 Talent for every 5 forces in the attacking army, rounded up. If the target Area or the connecting path used is **Desert**, the attackers pay 1 Talent for every 3 forces instead.

3. Set up the Battle Board.

- Each side places their units in the spaces matching their types, each on their own side. For example, place the attacker forces on the left side, the defender on the right. In the case of an Independent Area, should you run short of units, use any unused cubes to represent their forces.
- Place any unused cube on the first Battle Board turn track space to indicate Turn 1.

Forts

- When an Area contains a Fort, before combat the defender can put any of their forces on the Fort space. A defending Nonplayer always places all their eligible units in the Fort space when they have one.
- If the defender does this, the attacker can move any Artillery or Archers (not Bow Horse) to the "Archers, Artillery" space.

4. Draw Ares cards

Players draw a number of Ares cards equal to the level of their Generals, first the attacker, then the defender. In the case of play of multiple activated Generals (granted by special abilities), add their levels together. If you need to draw an Ares card and the deck exhausts, shuffle the discards to recreate the deck.

A **defending empire** can use their Defending General. Otherwise their level is **one.**

A **Nonplayer** Generalship level is the **Population** of its Area.

Playing Ares Cards. Play these cards **only on your own turn** to make an attack or immediately **in response** to an opponent play if the card states that it cancels the opponent's card. You can play more than one card on a turn, but only one of each name per turn. For example,

you cannot play two Attack by Night cards on the same turn.

Extra attacks. When a card confers extra attacks, the player must distribute them as widely as possible among their units, but can assign more than one to a unit if unable to distribute further.

Siege Tower. If the attacker plays the Build Towers card, they can place slow units in the "Siege Tower" space.

Nonplayer Ares card plays:

- **In general** plays cards when it is **first** to their advantage.
- Plays a card that **cancels** an opponent play immediately.
- Always plays **Organize Supplies** or **Scorched Earth.**
- Plays **Weaken the Center** on turn 4.
- Plays **Mountain Pass** if it has at least as many slow units as the attacker.
- Plays **Feign Retreat** when it would cause the opponent to cover a Break space.

5. Determine Initiative.

The side with the highest level in Generals acts first. In case of a tie, the Defender acts first. You can play an Ares card that takes the initiative to receive its other benefits even if you already have the initiative. Taking the initiative means you keep it for subsequent turns.

6. Conduct Attacks.

a. Trade Attacks.

Each side makes an attack. The side with the initiative attacks first. To attack, designate the counter that will attack and the counters on the other side that are the targets. A target can be any unit in a space the attacker can reach by following arrows forward.

A **Nonplayer** makes the attack that strikes the most counters. Break ties in the following order:

i. Attack a counter that has the **fewest enemy counters in its immediate downstream** spaces.

ii. Attack a counter that has the **fewest enemy counters in the spaces that are two downstream** from it.

iii. Attack a counter that is the **only remaining enemy of its type**.

iv. Attack a **random** counter.

Each target of the attack is out of the battle. Place these losses at the edge of the army's board side in a descending column.

Fast units are first. The chart has two sections. Units on the upper part are Fast, in the lower part, Slow. On **turns 1-3** only Fast units can attack.

Distance

- **Turn 1**: you can only attack a counter in the same space or in an adjacent space reachable by following an arrow.
- **Turn 2**: you can attack the above, or in a space up to two away, reachable by following arrows.
- **Subsequent turns:** you can attack units at far away as the turn number, following the arrows.

Targets

A unit attacks enemy units in a **single** box. A unit that has enemy units in its

own box must attack those before attacking any other units. Otherwise, it must reach its target via the shortest path.

Effectiveness
The number of units you strike with each attack corresponds directly with the number of arrows you traverse, with a minimum of one and up to a maximum of three. For example, a Bow Horse attacking Sword could take out three enemy units.

Arrow Limits
Each **Archer** and **Foot Skirmisher** unit can make at most two attacks. To help count this, on the first attack turn the counter face down. After the second attack, place the unit back on the main board; it does not count for losses, but retreats if the rest of the army retreats or is destroyed. A player can choose to strike with a face up or face down counter. A Nonplayer always chooses a face up one. Always strike a face down counter before a face up one.

Bow Horse Movement
Bow Horse units run out of arrows in the same way, but on your turn, you can move any of them to the Light Horse box, even if out of arrows. There they act as Light Horse. They cannot attack on the turn that they move. A Nonplayer always moves a Bow Horse to the Light Horse box if it runs out of arrows.

Fort Combat
Special rules apply when units defend in a Fort.

Who attacks. Only units adjacent to the Fort can attack units in it. Symmetrically, units in the Fort can only attack units in adjacent spaces. While Archers and Artillery can attack any kind of unit, slow units can only attack other slow units.

Harder to strike. Fighting from a Fort or Tower requires **two** units to strike one unit. Attacking units in the Fort from anywhere else requires **three** units to strike one.

Sorties. On a turn the defender can choose to sortie by moving a unit from the Fort to the space corresponding to its name and making a strike. Once a defender has a unit outside the Fort each turn they can either return a force to the Fort or move another unit outside the Fort. On their turn, the attacker can move any units in the Tower to their regular space(s).

Restrictions. You can only use the "Siege Tower" and "Archer, Artillery" spaces when defenders are in the Fort space and they can only strike units in the Fort.

b. Check for Victory.

i. **No forces.** If both sides are without forces on Battle Board spaces, the attacker loses. If only one side is without counters, it loses. In either case, skip to 7. Determine Losses.

ii. **Unable to attack.** If after turn 6 both sides have forces, but neither can strike the other, the attacker loses; skip to **Determine Losses.**

iii. **Break.** If your side's struck units covered a new "Break" space this

turn, draw a Result. If both sides are checking, the side to check first is the one

- with more losses
- with fewer slow units remaining

If both are tied, both draw and only the higher Result applies. If the Result is equal to or lower than the number of your losses, your forces break and you lose; proceed to **Determine Losses**. If the **Results tie**, neither side breaks; continue to the next step.

c. Check for Retreats.

Order. Either side can opt to retreat. The attacker has the first option. If the attacker does not retreat, the defender can retreat.

Procedure. A retreating player returns **three** forces from the active part of the Battle Board forces to the supply. If they have fewer than three there they take them from the bottom of the loss column. It is legal to retreat if you have fewer than three forces overall, in which case you lose all.

Movement. Place the retreated army units in an adjacent Area in their empire. If there is no such Area, they cannot retreat.

A **Nonplayer** never retreats.

Retreats and Forts

- Units in a fort cannot retreat. Instead, they can choose to Surrender. If the defending force breaks, this is also a surrender. In a surrender the attacker decides which defending pieces return to the supply and which can retreat to an adjacent, owned Province or Client Kingdom.
- If after the sixth turn, neither side accomplishes a strike in a turn the combat is over. The attacker can retreat to the Areas from which they came or, if they have more forces than the defender, stay without the battle being resolved.

  After a retreat the battle is over. Skip to 7. Determine Losses.

d. Advance the Turn Marker.

Resume with Trade Attacks.

7. Determine Losses.

Affected Units. When losing units, always take losses from the bottom of the column of your removed units, working your way up. It is possible and okay if a side does not have enough units in a column to satisfy the requirement. In effect the **Nonplayer** does not lose units as its army is always re-formed upon each new attack.

Cases:

- **Break.** If the battle ended due to a side breaking, that side **loses units equal to the Result**. The winning side loses **one unit for every three** the other lost, rounded up.
- **Retreat.** If the battle ends because a side retreated, they **lose three** units. The other side loses **one** unit.
- **No Units.** If the battle ended due to a side having no remaining units, that side loses a number of units equal to a **Result draw**. The winning side loses **one unit for every three the losers actually lost**, rounded up.
- **Neither Side Can Strike.** If after turn 6 both sides have forces, but neither can strike the

other, draw a Result. The attacker loses units equal to the Result. The defenders lose **one for every three they lost**, rounded up.

- **Forts.** If the attacker wins a combat in which a Fort was used, remove a Fort from the Area.

8. Reset.

a. Each player discards their Ares cards.

b. **Attacking forces** that were not just victorious, but **conquered** an Area, including any Emperor, remain in that Area. Those that failed to conquer return to the Areas from which they attacked.

c. **Conquered defenders** that belong to a player retreat to an adjacent Province in their empire, or an adjacent Province of a third player who is willing to accept them. If no such Province is available, or for a Nonplayer, return the defenders to the supply. If the Emperor is present in such a situation, place him in his capital. Otherwise, they remain where they were. Always remove Nonplayer defenders.

Example: Combat

Setup: Each side begins with identical forces: 3 Elephants, 3 Bow Horse, 3 Cavalry and 3 Spear, that they place on the corresponding Battle Board boxes, the attacker's units to the left, the defender's to the right. The attacker has a level II General and a +1 modifier from the Emperor and so gets 3 Ares cards. The defender has a level II General, thus 2 Ares cards. The attacker's higher number grants the initiative and so the first strike.

Turn 1: The attacker plays **Blow the Horns**. This strikes 1 defender Elephants unit, placing it on the **1** space of the defender's column. The remaining Elephants units join the attacker's side. Now the attacker makes the first attack, using a Cavalry unit, striking a defending Cavalry because it must clear its own box before considering others. The defending Cavalry goes into its side's **2** space. Now it's the defender's turn. They play **Spring Surprise,** but the attacker responds with **Maintain Readiness,** cancelling it. The defender plays **Attack by Night,** taking the initiative and enabling two extra attacks this turn with non-archer units. Each of the defender's Cavalry strikes a Cavalry. Having no other non-archer eligible units, one of the Cavalry strikes another Cavalry. Spaces **1-3** in the attacker's column each hold a Cavalry now.

Turn 2: Since they now have the initiative, the defender goes first. They use Cavalry to strike Elephants. Since the attack traverses two arrows, it strikes two Elephants, which go into spaces **4** and **5** in the attacker's column. The attacker uses an Elephants to strike 2 defending Cavalry, placing them in spaces **3** and **4** in the defender column. Both sides have covered a new Break space in their columns. As the attacker has more units struck (5 v. 4), they draw first. The Result is a 6, barely avoiding a break. The defender's Result is a 10, so neither side breaks.

Turn 3: The defender strikes a Bow Horse with their own Bow Horse. The defender flips over their Bow Horse unit to show they have used their arrows once. The attacker uses Elephants to strike three defender Spears, filling column spaces **5-7**. Only the defender covered a new break space and must draw. With a **7** they break. The attacker has won.

Determine Losses: As the Result was 7, the defender loses all 7 of their struck units. The attacker loses 7 divided by 3 rounded up, or 3.

Losing from the bottom of their column up, the attacker loses a Bow Horse and 2 Elephant. **Aftermath:** The defender's Area has a population of 2 and this is the first attack on it, so even though they won, the Attacker retreats. They place one of their ownership cubes on the path they took to reach the Area to signify they have achieved a victory against the Area.

V – Resolve Conquest.

If you win a battle against an Area, reduce its Economic Level by 1.

How to conquer. To conquer an Area and incorporate it into your empire as a Province, you must defeat it a number of times equal to its Population. When you do this

- Replace its cube with one from your empire.
- Place the Province in Unrest by adding an Unrest cube.
- If available, place the corresponding Province card atop your discard pile. If it is in another player's deck place it in your discard pile as soon as it appears.
- Remove any Diplomatic cubes you had in the Area.
- You have a one-time option to destroy any Temple or Monument at the moment of conquest.

Large Population Areas. If you have won a battle in an Area, but not yet conquered it, add one of your empire's cubes to the path between the Area from which your army came and the Area being conquered. If your forces attacked over more than one path, choose one of them. For purposes of future movement, place your forces and the emperor, if he participated, in the Area from which each attacked. When the number of cubes you have on paths leading into this Area equals its Population you have conquered it.

Resistance. If an opponent defeats you with an army that moved across the path containing your cube, remove one of your cubes. If you lose the Province from which you attacked the Area, remove all your cubes from the path.

Loss of Capital

If you lose your capital to another empire or Barbarians:

- Designate another Province in your empire as the capital, cost free.
- Shuffle and return half (rounded up) of your completed Arts cards to the bottom of the Arts deck.

Loss of Empire

If an empire loses its last Province in a solitaire scenario, the game ends immediately. Otherwise, the player can continue in the game if another player anywhere on the board is willing to admit them to their empire, in which case, place them in the Province or Client Kingdom of that empire closest to the emperor's last location (the receiving empire player decides ties). The other player can lend such a player forces or Areas until such time as they can re-establish their empire, but they can revoke these at any point in their own turn. Until then they can move only with the permission of that player.

VI – Account for Success or Failure.

Various other effects apply, depending on the Endeavor outcomes.

Military Endeavors. In the case of combat, it is a **failure** if you lose all your forces, retreat or break; any other result is a **success**. In case of a

Raid, if you gained Talents it was a success; otherwise, a failure. If you chose Military to relocate forces, but did not engage in Combat or Raid, treat it as a Pass.

Multiple Endeavors. If you were able to attempt multiple Endeavors, apply the same rules to each of them; start with the leftmost and proceed right.

Unused Influence. Return to the **general** supply any Influence right of the rightmost Minister card you used this turn.

Outcomes.

Success:

- **Influence**: Return to **your** supply all the Influence allocated to the left of and including the Ministerial card(s) you actually used for the Endeavor.
- **Card**: You can optionally add the top card from any of your Ministerial decks to your discard pile. If one of your Ministerial decks is empty, you can take from the corresponding deck of a neighboring player. Empires whose names are next to one another are neighbors for this purpose: **Rome – Parthia – Kushans – Han**
- **Popularity:** Unless your Endeavor was Subterfuge, take a random Popularity counter from your supply, keeping it face down. If you won a battle against another player or conquered an Independent Area (not one of yours in Rebellion), take an additional Popularity counter. If you need to take one of your Popularity counters, but none are available, your Emperor has died of old age. See Long Live the Emperor!

Pass

- Return to the **general** supply all the Influence you allocated this turn.

Failure:

- **Influence**: Return the Influence you allocated for this Endeavor, as well as any Influence to the left of it, to the **general** supply.
- **Card**: Place the Minister(s) you used for this Endeavor type at the bottom of their deck. You can choose the order if there are more than one.
- **Popularity**: Unless your Endeavor was Subterfuge, return a random Popularity counter face down to your supply. If you have no Popularity counters, take one at random from your supply and turn it face up. This counts as negative Popularity that you can only remove by cancelling each with an equal or greater positive Popularity counter on your next Popularity Check. If you lose to another player, they take two Popularity counters from their supply.
- **Rebellion Check**
  - **Military, Economic, Diplomatic, Building** Endeavor: if a Province that was the origin of the move or Raid into unowned territory was in Unrest (can be multiple Provinces if forces came from more than one) before the Endeavor started, perform a separate **Rebellion Check** on each such Province**:**
    1. Subtract the Economic Level (left to right 1-7) from 10.
    2. Add 1 for each Fort in the Province.
    3. Draw a Result.
    4. If the Result is less than or equal the calculated value, the Province is in Rebellion.
  - **Arts, Philosophy, Subterfuge** Endeavor: no additional effect

VII – Draw a Fate card.

Apply card effects as the card indicates. Below, details on

- Barbarians
- Pandemic
- Immunity
- Popularity Checks
- Long Live the Emperor!
- Rebellion
- Heresy
- Civil War

After resolving the Fate card, continue with VIII – Discard and Draw.

Barbarians

Oval Areas represent Barbarian groups. Players can move into or Raid such Areas, but cannot conquer them.

Barbarians can attack an Area adjacent to their holdings. If none such is available, they can Raid an Area that is two away from their holdings.

Determining Source and Target

The source for a Barbarian attack can be either a Barbarian Area or any other Area the Barbarians have conquered.

- **Multiple Targets.** When an attack can strike **multiple targets**, Barbarians attack the Area having the highest Economic Value. Should these be the same, Barbarians attack the Area
  1. having fewer forces
  2. that has no Fort
  3. by choosing randomly
- **Multiple Sources.** When an attack can come from **multiple sources**, the Barbarians having the highest Economic Value make the attack. Should these be the same, the one having more forces (treat a "**+**" as a 7 for purposes of this calculation) attacks. Should this also be tied, choose randomly.
- **Multiple Sources and Targets.** When an attack can come from **multiple sources** and strike **multiple targets,**
  1. Process the targets one by one, beginning with the highest Economic Value (if tied, fewest forces, then randomly) and determine which Barbarians attack it, using the **Multiple Sources** rule above.
  2. Resolve this Combat.
  3. Consider the next target and use the **Multiple Sources** rule to determine which Barbarians, if any, attack it, but exclude any Area you have already used as a Source in this process.
  4. Repeat this process until you have checked each Target Area. Barbarian attacks can come from Provinces conquered only on this turn and these conquests can have the effect of adding additional Provinces into the list of targets if they are among the player's revealed cards.

Tribute

You can avoid a Barbarian attack by paying Tribute **if the Barbarian Area is not at its maximum Economic level.**

1. Draw two Results and add their values together.
2. If you pay this number of Talents, increase the Economic Level of the Barbarian Area by two. The Barbarians do not attack this turn.

Resolving Barbarian Combat

- Resolve Barbarian attacks in the same way as combat with an Independent Area except that the defending player does not pay for supplies.
- All Barbarian Generals are of level III.
- If the size of the Barbarian army is smaller than the force it would attack, or if the defender defends exclusively in a fort, it does not initiate Combat, but Raids instead.
- If you have a Defending General you can use it. Otherwise you have a virtual General of level I.
- When Barbarians fight, determine their forces based on their starting Area. Add a number of additional forces of the first type listed equal to the Economic Value in the source Area.

Aftermath of Barbarian Combat

- **Population.** Should the Barbarians win and the Province has a Population of one, they conquer the Province. Place an orange cube to show Barbarian ownership and remove the card from your deck. This Area can now be a source for Barbarian attacks. Should the Province have a Population larger than one, just as with player conquests, place an orange cube on the connection between the Areas, to signify a partial conquest.
- **Temples and Monuments.** When Barbarians conquer a Province they destroy any Temples and Monuments in it.
- **In Defense.** Should a player attack a Barbarian-owned Area, determine its forces based on their starting Area. Treat Diplomatic Endeavors against such Areas as owned by another player.

Pandemic

The player who draws the Pandemic Fate card keeps it in their play Area. Their empire now has the plague. They perform the following actions:

1. Follow the instructions on an **Antonine Plague** card.
2. Place the Antonine Plague card in the discard pile of their main deck.

When they later draw the card out of their deck they give an **Antonine Plague** card to other players, depending on who they are. For example, if the Romans player draws it, give plague cards to the Parthians and Kushans. Here is the complete schedule:

- Romans → Parthians, Kushans
- Parthians → Romans, Kushans
- Han → Kushans
- Kushans → all other players

When these players receive the Antonine Plague card, they perform the following:

1. Apply the plague card effects, but not to already affected Areas in other empires.
2. Place the plague card in their discard pile.
3. When they draw it back out they give an Antonine Plague card to any player who has not had it yet. These players also apply the plague effects and place the card in their discard piles.

Ongoing Effects for any empire that has Plague

1. You can no longer **recruit** forces.
2. When you collect taxes on trade, **halve** their value, rounding down.

Immunity

When you draw this card from your deck:

- You can once again recruit forces.
- Taxes on trade are no longer halved.

Place an Immunity card in the discard piles of each player to whom you gave a plague card.

Solo Scenario Pandemic

1. In a solitaire match, apply the Pandemic effects as usual.
2. Add the Antonine Plague card to your own discard pile.
3. When you draw the plague card, remove it from play and place the Immunity card in your discard pile.
4. When you draw Immunity from your deck, you can once again recruit forces and trade revenues are no longer halved. Remove Immunity from play.

Popularity Checks

Some Fate cards require you to calculate the Emperor's Popularity. When this occurs, reveal all the Popularity counters you have collected and add up their value. After you resolve any card effects, flip the positive Popularity counters back over and return a random one to your supply. If only negative Popularity counters remain, return a random one to your supply, but keep them face up to indicate they are negative.

Long Live the Emperor!

When an Emperor dies:

- If this was your last Emperor, the game ends as soon as every player has enjoyed the same number of turns.
- Your Emperor has no further effect on play for the rest of your turn.
- If this was not your last Emperor, perform the following before doing anything else:

1. Draw the top card of your Emperor deck. This card is your new Emperor. Place the Emperor token in the capital, unless it is in Rebellion, in which case place it with the largest army not in Rebellion, or failing any such army, in any province of the empire, or where it had most recently been.
2. Add the value of your Popularity counters and return them to your supply. If the Popularity Amount is positive, divide it by four and take Influence equal to the result, rounded down.
3. Draw two random Popularity markers for the new emperor.
4. Flip face up your remaining main deck, place any Defending General on top, and stack these cards under the main discard pile.
5. Compare the old and new emperors for each Stature.
6. If the new Emperor's Stature is **higher** than for the old, draw cards from the corresponding Ministerial deck equal to the difference in Statures, taking cards from neighboring empires if necessary. Add these cards to the bottom of the discard pile.
7. If the new Emperor's Stature is **lower** than for the old, find, starting at the top, in the discard pile cards the Ministerial cards that correspond to this Stature. The number of cards to find is equal to the difference in Statures, or if not enough are present, all the cards of that type. Shuffle the cards you have collected and place them at the bottom of their Ministerial deck.

8. Do not resolve any Trade, Province, Plague or Immunity cards you encounter in this process.
9. Shuffle all of the discards to reform the deck.
10. Pay **a Talent for every 3 forces** (rounded up) you want to keep (not counting those in Rebellion).
11. Remove the dead Emperor from play. (Hint: Place him face up at the bottom of the Emperors deck.)

- Note that some Fate cards that trigger the Emperor's death have additional effects.

Rebellion

Handling a Province in Rebellion.

1. Replace your ownership cube with an Unrest cube. Place your own cube below it.
2. If the corresponding Province card is in your discard pile return it to the supply. Otherwise, return it as it appears.

Rebel Forces. Any forces you had in such a Province retreat to your adjacent Provinces of your choice, except for **seven** slow units (or all, if there are fewer than that), determined at random. A Province in Rebellion defends itself with these forces, only, plus a Level II commander. (Place fast units that have no retreat in your capital (in the supply if you don't have one), slow units in the supply.) When these forces fight, they take losses as if part of an empire, rather than restoring automatically as for an Independent Area. In all other respects, fight them using the Independent Area combat rules.

Reconquest. Conquering an Area in Rebellion requires only **one** victory, regardless of its Population. If you conquer your own rebels, any of their surviving forces rejoin your army. If another empire conquers such an Area, return those forces to the supply. If the rebels have no forces, simply entering a force into the Area gains it for the first empire to enter. This does not lower the Economic Level. In any case, conquering such an Area puts it into Unrest. Reconquering an Area in Rebellion gains only one Popularity.

Heresy

1. From your revealed cards determine an Area randomly from among those that border an Area you do not own. If none, the Fate card has no effect.
2. Count the number of Provinces plus Client Kingdoms in the empire. Gather half that number (rounded down) of Neutral cubes.
3. Heresy starts in the determined Area. Place a Neutral cube on the Area's name.
4. Heresy spreads. Repeatedly place another cube on an Area name adjacent to where Heresy already exists. Prefer the Area having the
   a. highest Population
   b. lowest Economic Level
   c. highest combined Trade value. For example, R7.P2.C5 would be a value of 14 (7+2+5)
   d. random choice
5. Once you place all the markers lower the Economic Level of each affected Area by
6. The Heresy ends. Return the Neutral markers to the supply.

Civil War

1. Consider your Province(s) that have your **second highest** number of forces. If the card for just one of them is among your revealed cards, Civil War breaks out in that Province. Keep the Civil War Fate card until it ends.

2. The Civil War can spread to two other Provinces. Look at all the Provinces that connect directly with the Province of the outbreak. The two of these that have the fewest forces are also in Civil War, except for
    - Provinces that have the most forces (including those tied for most)
    - the Emperor's current Province

Civil War Effects

Provinces affected by Civil War are in Rebellion. Their commander has Level III in all the Provinces affected by Civil War.

Ending Civil War

The Civil War ends when you retake the Province of the outbreak.

VIII – Discard and Draw.

1. If you have a Defending General, you can discard it now.
2. If you now have no Defending General, you can save, face down, a General from your revealed cards as your Defending General
3. Discard your revealed cards.
4. Draw the top card from your deck.
    - Do this even if a special ability permitted you to keep cards.
    - If not a Ministerial card, continue to draw until you either get one or have five cards (not counting any Defending General), whichever comes first.

The next player takes their turn, starting with I – Choose the Endeavor.

SCENARIO

Scenario I: Rise of the Kushans

Player Count: 1

Maps: Central

Player I: Kushan Empire

- **Capital**: Bactria. (Add a Capital cube to indicate its status.)
- **Other Provinces:** *none*
- **Client Kingdoms:** *none*
- **Forces**:
  Hint: place initial forces on the Battle Board for convenience and represent their map location with the Army Marker.

  Hint: for convenience this information is also on two General cards. They are otherwise Level 0 Generals.

  In **Bactria**: 16 Bow Horse, 13 Spear, 2 Archers, 1 Cavalry, 1 Light Horse, 1 Elephants
- **Treasury**: 20 Talents
- **Trade Cards:** Use one Roman and one Chinese Trade cards.

Areas

1. Shuffle into the main deck the scenario Trade cards and the Province cards that correspond to the empire's Provinces and Client Kingdoms.
2. Bactria has Economic Level 5 (value is 2)).
3. The Economic Level of all other Areas is 4. (For convenience leave unmarked until they change.)
4. For purposes of certain Fate cards, the following Provinces border the Parthian empire:
    - Sogdia
    - Ferghana
    - Bactria
    - Arachosia
    - Gedrosia

The following Areas each have one **Fort**.

- Kashgar
- Khotan
- Kucha
- Dunhuang

End of the Scenario

Play through the Emperor deck once. After the last emperor has died, calculate Glory Points.

Victory Conditions

Rate your victory based on the total number of Glory Points achieved:

< 40: No glory

41-80: Moderate glory

81-120: Imperial glory

> 121: Stupendous glory

GLOSSARY

Area. An enclosed oval or rectangular land area on the map having a name and an Economic Value register

Army marker. Use this to mark the main map location of units when they are on the Battle Board.

Client Kingdom. An independent **Area** that has declared allegiance to a single empire. Indicate a Client Kingdom using a Neutral cube to indicate its Economic Level with a cube of the owning empire placed just below it.

Coastal. Any Area that borders the deep blue area of the map.

Defending General. A General card held in reserve in case of attack by another empire. You can choose a Defending General in the last phase of your turn.

Economic Level. An Area's current economic status, indicated by the location of its ownership cube on the track of seven numbers. The Economic Level grows from left to right.

Economic Value. The actual number under the ownership cube for an Area.

Empire. The collection of **Provinces** that a single player owns, plus its allied **Client Kingdoms.**

Force. A counter that represents an army or army component. Note that the dark counters labeled "III" represent three forces. You can freely "make change" for these using the singleton light counters.

Horse. Horse units include Bow Horse, Cavalry, Heavy Cavalry and Light Horse.

Main Deck. A player's deck of Ministerial cards, plus Province, Trade, Plague and Immunity cards.

Ministerial Card. One of General, Governor, Emissary, Architect, Artist, Philosopher or Agent.

Province. An **Area** owned by an **Empire**.

Rebellion. A semi-independent state that a **Province** can be in that prevents taxation, recruitment and Endeavor basing. Although in this state, it still has some relationship to the empire from which it rebelled. See Rebellion.

Stature. One of seven numerical ratings of an Emperor.

Unit. Alternate term for **Force**.

Unrest. A state that a **Province** or **Client Kingdom** can be in that affects recruitment, Rebellion and Fate cards.

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PLAYER NOTES

At first the sequence of play can seem a bit awkward. With just a little practice though, it becomes routine and turns can go quickly.

Using and managing Influence is a constant challenge. What Endeavor do you really have to have and what can you at least live with? Running out of Influence entirely can seriously impact your options. This is also true of money. Acquiring some Agents to get quick cash can be very useful.

Finding the right mix of advisors can be likewise challenging and more than one approach is possible. A large army, a lean deck, or a small army with a large diplomatic corps, are a few examples. The emperor's Popularity can have important effects and wily players learn tricks to manage it effectively. The Pandemic is a major blow, first to finances and the army and eventually to the empire itself. Players need to prepare for and figure out how to weather this storm until it passes.

The Kushans were primarily a horse and bow power and the game reflects that. It is easiest to conquer the plains. Contesting the desert fortresses and Indian forests is feasible, but it requires time and effort to amass the proper forces and more persistence to achieve the goal.

Battles tend to go to the smart and the swift, but not always. A certain amount of balance in forces can be very helpful. Recruiting can feel too slow at times, especially after a big loss. It's not unknown to sometimes take a Military Endeavor that does nothing more than simply reposition forces.

An efficiently run and maintained empire can go a long way, but if there are gaps, watch out for the Fate cards that can quickly take you past a tipping point beyond which it all falls apart.

In the solo scenario, usually you have one large army responsible for most battles so a convenient way to handle it is to just leave these forces on the Battle Board.

The Great Seal of Kanishka the Great



DESIGN NOTES

This is a fascinating period if you consider the history of Eurasia as a whole, something we should do more as each region could have profound effects on the others, and not just in the traditional conception of the Huns being turned away by China and landing on the Roman doorstep. More important transactions occurred in trade, technology, the arts and disease. Each empire battled each of its neighbors at least once as well. So exploring what it would be like to direct an empire amid other empires in this time period was very appealing.

Some inspiration came from *Empires of the Middle Ages*, still a fascinating game. However, it does not include trade and factors beyond the military and economic. It also could have gone further in fleshing out armies and rulers.

In thinking about how to address this last problem, a new one arose. Emperors like Caligula, Nero and Elagabalus were not necessarily incompetent per se, but just had different interests. Finding a way to represent this led to the ministerial approach. These cards represent the current emperor's whims and interests and permit him to be slightly crazy at times. We can imagine a well-meaning prime minister trying to do his best for the empire as a whole by making various suggestions, yet knowing his ability to do so was limited and that he might be forced to choose the best of a bad lot. Echoes of this are not hard to find even in our own time.

Research into ancient combat revealed a few facts. Results were very difficult to predict. Certainly army size was not conclusive as often much smaller armies were victorious. More critical to victory seemed to be either some unique unit type that the other side was not prepared to handle, or some special battle tactic. This led to the combat chart, which is based on a study I had previously done of ancient combat, looking at which types of units were the most effective at vanquishing other types. After some additions and rules, I hope it serves as a new and challenging representation. Players draw Ares cards only at the moment of combat to represent the ideas a general's muse could inspire at a particular time and place.

Taxes on trade come from only one province because the empires would tax imports at their borders – the Kushans in Sind, the Romans in Egypt – rather than in the interior. Romans would sail to Sind and back just as Indians would sail to Egypt and back. Then they would carry items to their capitals and beyond. But this made those locations nexus points between trade networks, making for vibrant economic zones.

A small empire has few Province cards in its deck, meaning less income, but also fewer Fate card problems. A large empire has more income, but less agility, its deck clogged with Provinces and more random events to address.

CREDITS

Imperial Glory is a Rick Heli design. Many thanks to Bernard Yeh, Gordon Hua and "newelement" for all the great testing and advice. Visit us at upandawaygames.com.



ENDEAVORS SUMMARY

Military (General)

You can move each force up to 3 Areas:

- But at most 2 through mountains.
- A road cancels a mountain.
- No Horse units can enter Forest areas.

Rauds (General)

1. Draw a Result.
2. + the level of the General card.
3. + 1 if wall next to your Province on the path.
4. -- 1 if a wall next to the target Area.
5. -- 1 per Fort in the target Area.

Results:

2-7: No effect (fail)

8-12: Decrease the target's Economic Level

Economy (Governor)

1. Pay Talents equal to the population.
2. Draw a Result.
3. + the level of the Governor card.
4. + 2 if an Aqueduct present.
5. -- 2 for each conquest cube.
6. -- 2 per enemy diplomatic cube.
7. Add Talents.

Results:

2-5: No effect (fail)

6-9: Remove any Unrest, Economic Value +1.

10-12: Remove any Unrest, Economic Value +2.

Diplomacy (Emissary)

1. Target: Area in or adjacent to your empire.
2. Pay 3 Talents.
3. Draw a Result.
4. + the level of the Diplomat card.
5. + 1 if you have at least 10 forces adjacent
6. + 1 if the Area is your Client Kingdom.
7. -- based on opposing Emperor modifier

Results:

2-8: No effect (fail)

9-12: Success

Arts (Artist)

1. Draw top 3 Arts cards deck and choose one.
2. Place the others at the bottom of the deck.
3. Pay Talents equal to the indicated level.
4. Draw a Result.
5. + the level of the Artist
6. -- the level of the Arts card.
7. + Talents to increase the result.

Results:

2-5: No effect (fail). Place card at deck bottom.

6-12: Success. Claim the card.

Philosophy (Philosopher)

1. Draw the top Science card and a Result.
2. + the level of the Philosopher card.
3. -- the level of the Invention card.

Results:

2-7: No effect (fail). Place card at deck bottom.

8-12: Success. Claim the card.

Subterfuge (Agent)

Option I: Remove a Minister

1. Choose a Minister card from your revealed cards or discard pile.
2. Remove a random positive Popularity marker.
3. Draw a Result.
4. + the level of the Agent card.
5. -- the level of the Minister card.

Results:

2-5: No effect (fail)

6-12: Return the Minister card to the bottom of its deck.

Option II: Confiscate Funds

1. Return 3 Popularity counters
2. Draw a Result.
3. Gain Result + Agent level in Talents. Return Agent to the Agents deck if less than 7.