

PREPARATIONS PHASE

TURN EVENTS AND EXCEPTIONS

- **Game Turn I:** No Reinforcements Phase or Instant Victory.
Cannot Move the Funeral Cart or Bury Alexander.
- **Game Turn II:** *Peukestas Satrap of Persis* becomes playable.
- **Game Turn III:** POLYPERCHON replaces ANTIPATROS (place in the same location).
DEMETRIOS joins ANTIGONOS (place like Reinforcement).
- **Game Turn IV:** Check for Regency Victory with ALEXANDROS.
Remove Funeral Cart, Recruiting +1 Reserve General is allowed.
- **Game Turn V:** Check for Regency Victory with HERAKLES.

LABEL THE USURPER

Player with **most** VP (or tied player with the most Senior General) is Usurper.

DETERMINE TURN ORDER

Player with **least** VP (or tied player with the lowest die roll) **chooses** First Player.

REINFORCEMENTS PHASE (skip in Turn I)

Each player, in turn order, places reinforcements (including units in Dispersed Box):

- **Each player:** +2 Mercenary CUs
- **Control MAKEDONIA:** +1 Loyal Macedonian CU
- **Most Legitimacy:** +1 Loyal Macedonian CU (ties: resolve with Seniority)
- **Most VP:** +2 Mercenary CUs (ties: +1 Mercenary CU for each)

SHUFFLE AND DEAL TYCHE CARDS PHASE

Shuffle all cards and deal 5 cards to each player (4 cards in 5-player game).

Deal 10 cards facedown to the table in 2-player games (5 cards in 3-player game).

STRATEGY PHASE

Complete 5 Rounds (4 rounds in 5-player game).

In each Round, every player takes their own Player Turn, in Turn Order.

SURRENDER SEGMENT

- **Remove Enemy Player PCs:** from Minor Cities with your CUs.
- **Place PCs:** in uncontrolled non-Transit Point spaces with your CUs.
- **Conduct Sieges:** 1 per space with your Army ≥ 3 CUs (place PC if completed).

TYCHE SEGMENT (must play 1 Event or Bonus card)

- **Event card:** Play for event or OPs.
- **Bonus card:** Play for event, OPs, or both; event before OPs.
- **Surprise card:** Play for event or discard, then draw replacement.

Spending Operation Points (choose 1 type of action per card)

- **Place PCs:** 1 PC per OP, in uncontrolled non-Transit Point spaces without enemy CUs, within 2 MPs of your PC, on map at start of this Segment, not over Trans-Mediterranean, not through space with enemy PC or CU.
- **Force-March:** Activate 1 Army or General with MPs = OPs.
- **Train CU:** 3 OPs for 1 Mercenary CU, 7 OPs for 1 Loyal Macedonian CU, max 1 CU on Training Track at a time, partial training allowed, place as a Reinforcements when finished.
- **Upgrade a Fleet:** Play a 4 OPs card to upgrade an available Fleet (not a Fleet in the Dispersed Box) then check for Largest Fleet.
- **Recruit a General:** Play a 3 or 4 OPs card to recruit a Reserve General if you have fewer Generals than you received in setup (fewer or equal in Game Turn IV or V).

ACTIVATION SEGMENT

Choose 1 action before rolling for Movement Points:

- **Activate Generals:** Activate all your Generals and Armies (roll 1 die for MPs).
- **Gain 1 Mercenary CU:** Place 1 Mercenary CU as a Reinforcement.

FORAGE SEGMENT

ALEXANDER can be Buried if Funeral Cart is controlled and is in a Major City.

Remove 1 CU in Transit Points with your CUs > 3 , other spaces if your CUs > 8 .

After each Round in 2-player game, reveal 2 table cards (1 card if 3-player).

The player with the least VP (or the tied player with the lowest die roll) plays events *Unrest*, *Unrest Spreads*, *Plans of Their Own*, and cards that activate Independent Armies.

ISOLATION PHASE

In Turn Order, remove your PCs with no path to own CU or Major City. Path spaces can be controlled by you, uncontrolled without enemy CUs, or enemy with your CUs.

TURN END

Check if you meet the conditions to Bury Alexander, Advance Turn marker.

In Game Turn 5 resolve End Game Victory.

MOVEMENT

MPs in Activation Segment: Check d6 roll result in the Movement Allowance Table.

Movement Point costs:

- Land/Sea path movement: 1 MP
- Mountain/Strait/Trans-Mediterranean path movement 2 MPs
- Conducting a Siege (Army with CUs ≥ 3) 2 MPs
- Removing enemy player PC from Minor City: 2 MPs

Movement through Independent Strongholds: roll for column 2 Attrition.

Free Passage: If granted, Army can move through space with opponent CUs.

Resolve a Land Battle if Free Passage has been promised, but is not granted.

Overrun:

- Must have $\geq 5:1$ superiority in CUs.
- Does not stop movement.
- **Not considered as Land Battle:** Surprise cards cannot be played.
- Army that is being Overran can try to Evade or be reinforced by Interception
- Overran Army suffers Losses as a defeated Army.
- Army or CUs inside Major City cannot be Overran.

NAVAL MOVEMENT

- Move max. 8 CUs with General(s) and controlled Royal Family Members.
- **Only 1 Naval Movement** in Tyche Segment and in Activation Segment.
- **Land Movement:** either before or after Naval Movement.
- Escorting Fleets must be declared.
- **Naval Battle:** can be Initiated by any opponent who has an available fleet and has $PC \leq 2$ spaces from Active General (via sea paths).

INTERCEPTION

Interrupt movement of Active Army in space adjacent to your Army.

- You can only Intercept into space **controlled by you or uncontrolled or occupied by your CU** using **Land path**.
- You may Intercept with portion of Army (use Rating of Intercepting General).
- **Success:** die result $>$ Initiative Rating of Intercepting General.
- **Withdrawal:** Active Army may opt to back up to last occupied space instead of battling. This ends Activation of the Army.
- **Multiple interceptions:** Active Army may be Intercepted from many spaces. Resolve multiple attempts independently in Turn Order.

EVASION

- You may move your Army/General up to 2 MPs **only via Land Paths**, only into spaces with your PC, uncontrolled, or with your non-besieged CUs.
- You cannot split an Army or pick up units during Evasion.
- **Success:** die roll $>$ Initiative Rating of Evading General.
- Attacker may pursue with remaining MPs. Defender may attempt to Evade again.
- **No Local Troops** for Evading Army in Land Battle in case of unsuccessful Evade.

GENERALS & ARMIES

General with highest Seniority is the **Commanding General** of the Army.

His Initiative Rating determines MPs of Army (or group of Generals).

CUs without any General cannot Move, Intercept or Evade

Minor Generals can be placed and repositioned multiple times in any moment of own Strategy Phase. They can also be placed or repositioned in enemy turn in order to perform Interception or after Commanding General loss in a Land Battle.

INDEPENDENT ARMIES

Activation: 3 MPs for use. 1 MP spent when first entering map from holding box.

May spend all 3 MPs to **place Independent PC** on Minor City or Stronghold.

Overrun: Combat Strength = number of CUs

Cannot: use Naval Movement, Intercept, Evade, or conduct Sieges, but can Besiege.

End of Movement in Minor City or Stronghold: removes player PC, if any.

End of Movement in player's Major City: prevents placement of reinforcements

LEOSTHENES must stay in HELLAS or THESSALIA.

ARIARATHES must stay in KAPPADOKIA.

PHILON's each move **must be further west** than prior space.

BATTLE

Battle Strength is total Combat Strength of all Independent Armies on the space increased by Combat Strength of Local Troops (1 on Independent Space, additional 2 in Independent Province).

Independent General with highest Initiative Rating is Commanding General.

Defeat of Independent Army: GLAUKIAS or SEUTHES returns to Holding Box, any other Independent Army is removed from game.

Player's Commanding General gets +1 Popularity.

Win of Independent Army: Players PC on battlefield is removed.

Draw: Attacker must Evade by 1 space.

LAND BATTLE

On a Major City space: If a player has any counters inside they can join them to the Army (they take part in this battle).

Battle Strength is Total Combat Strength of CUs + Elephant CU Combat Strength (determined by Elephant Dice roll) + Local Troops Combat Strength (+1 on controlled space and/or +2 in controlled Province).

Outcome: Roll 2 dice (if die result < Commanding General's Battle Rating, it is increased to that rating). Highest score in Battle Table wins. Check the Commanding General loss if modified Land Battle Roll = 9. Battle ends Army's movement.

- **Defeat:** Mercenary and Elephant CUs removed, Macedonian CUs suffer Attrition, surviving CUs/Major Generals Dispersed, Control of Royal Family Members lost.
- **Victory:** 1 CU eliminated unless you have at least twice as many Battle Points as opponent.
- **Draw:** both sides lose 1 CU, attacker Retreats 1 space.



FLEETS & NAVAL BATTLES

Fleet control is gained and lost with control of associated Province (or ATHENAI).

Player with most Fleet Strength (but at least 3) gains +3 VP.

You can upgrade your Fleet by playing 4 OP card during Tyche Segment. Fleet is reduced to original strength when it is dispersed or its control changes.

Naval Battles: Initiating player decides which Fleets are engaged (all of Active player's are engaged). Initiate only if ≤ 2 spaces between space and your PC (via sea paths).

- Multiple attempts are resolved independently in Turn Order
- Cannot initiate at Embarkation Port or across a trans-Mediterranean path.
- Each side rolls 2 dice, check result in Battle Table (Fleet Strength as Battle Strength), highest wins. Defeated suffers Attrition, no Attrition for Winner.

SIEGES

Besieging CUs: To conduct Army must contain ≥ 3 CUs that have not taken part in any other Activation in the same Segment.

Max Sieges in Segment:

- 1 per space in Surrender Segment.
- 2 per space in Tyche Segment (both same General).
- 2 per space in Movement Segment (both same General).

Independent Armies: Independent Armies cannot conduct Sieges, but can Besiege.

Champion Status: Conducting a Siege can change Champion status of Active player.

Siege Table Results: X/Y: X = Siege Points to place, Y = Besieging CUs to lose.

Besieged Royal Army CUs: RA CUs with lower Prestige defect at any 1 Siege Point.

Number of Siege Points needed to Complete a Siege:

- Major City 3 Siege Points
- Independent Stronghold 2 Siege Points
- Independent Minor City 1 Siege Point

Completing a Siege: Remove PC and Siege Point markers. Pieces inside a Major City suffer Losses as if they lost a Land Battle. Place your PC **only** if the Siege is finished in your Surrender Segment.

Lifting a Siege: Remove Siege Points when all of Active player's CUs leave the space.

MOST SENIOR

- 20 Perdikkas
- 19 Antipatros
- 18 Krateros
- 17 Ptolemaios
- 16 Leonnatos
- 15 Peithon
- 14 Lysimachos
- 13 Antigonos
- 12 Seleperchon
- 11 Seleukos
- 10 Peukestas
- 9 Demetrios
- 8 Eumenes
- 7 Kassandros
- 6 Aristonous
- 5 Nearchos
- 4 Asandros
- 3 Pleistarchos
- 2 Menelaos
- 1 Polyarchos
- 0 Minor Generals

SIEGE TABLE

Die	Result
≤ 1	- / 1
2	- / -
3	1 / 1
4-5	1 / -
6-7	2 / -
≥ 8	3 / -
Die roll modifiers:	
+1 / -1 city modifier	
-1 Port Major City with no available Fleets	

UNREST TABLE

Dice	Result
2	Persis or Sousiane
3	Babylonia
4	Media
5	Aigytos or Libye
6	Thrake or Epeiros
7	Armenia and roll again
8	Skythia or Illyria
9	Hellas or Krete
10	Kypros or Syria
11	Palaistine
12	Hyrkania or Atropatene

ATTRITION TABLE Number of CUs in the group suffering Attrition

Die	1	2*	3	4	5-6	7-8	9-10	≥ 11
1	-	-	-	-	-	1	1	1
2	-	-	-	-	1	1	1	2
3	-	-	-	1	1	1	2	2
4	-	-	1	1	1	1	2	2
5	-	1	1	1	1	2	2	2
≥ 6	1e	1e	1e	1e	2e	2e	2e	3e

*e → 1 loss must be Elephant CU *pass through Independent Stronghold

LEAST SENIOR

BATTLE TABLE

Dice	0	1	2	3	4	5	6	7	8	9	10	11-12	13-14	15-17	18-20	21-24	≥ 25
2-4	-	-	-	-	1	1	2	2	2	3	3	4	5	6	7	8	9
5-6	-	-	-	1	1	2	2	3	3	4	4	5	6	7	8	9	10
7	-	-	1	1	2	2	3	3	4	4	5	6	7	8	9	10	11
8	-	1	1	2	3	3	4	4	5	5	6	7	8	9	10	11	12
9*	-	1	2	3	3	4	5	5	6	6	7	8	9	10	11	12	13
10	-	2	3	4	4	5	5	6	7	7	8	9	10	11	12	13	14
11	-	2	4	4	5	6	6	7	8	9	9	10	11	12	13	14	15
≥ 12	-	3	4	5	6	7	7	8	9	10	10	11	12	13	14	15	16

Fleet Strength or Combat Strength + Local Troops

* modified roll of 9 → General Loss roll required

SPECIAL CUs

Silver Shields: Cannot be split. Don't return to game after being destroyed.

Royal Army CUs: If both Armies in Land Battle contain RAs, then Army with less Prestige must **put its RAs aside** (they'll join the winning Army).

If an Army consists **only** of RAs and has less Prestige, there is **no Battle** and all RAs go to the opponent. Don't return to game after being destroyed.

You can **disband** (remove) your RAs during your turn, before Activation.

HOW TO WIN

LEGITIMACY: Instant Victory at 18 L.

VICTORY POINTS: enough VPs for Instant Victory or most at the end of the game.

- **Provinces:** control majority of spaces (including Major City) + VP in region
- **Lord of Asia:** Control PHRYGIA, SYRIA, and BABYLONIA + 4 VP
- **Largest Fleet:** Have most Fleet Strength (but at least 3) Dispersed Fleets count, if tied no one gets VP + 3 VP
- **Hellespont:** Control 5 blue marked Cities with a white "H" + 2 VP
- **Capital Cities:** Build Capital City (with optional card) + 2 VP Destroy enemy Capital City + 1 VP

REGENT: Game Turn IV: Control ALEXANDROS and have most L + VP.

Game Turn V: Control Herakles and have most L + VP.

Relevant Heir is removed from game if controlling player does not win.

Victory Tie Breakers: 1. Control MAKEDONIA.

2. Most Loyal Macedonians + Royal Army + Silver Shields CUs (Dispersed count).

3. Most Senior General (Dispersed count).

LEGITIMACY & ROYAL FAMILY

LEGITIMACY: used for victory, protection from *Mutiny* card, counting Prestige and gaining additional reinforcements.

- **Champion status:** +3L at start, lost by attacking non-Usurper Champion, prior to battle (attack, Overrun, Naval Battle, conducting a Siege, but not Interception).
- **Burying Alexander:** +10L if Buried in PELLA, no matter which Faction controls PELLA. If buried in any other Major City, Faction that controls this Major City gets +2L. Must be buried by Turn IV.

ROYAL FAMILY MEMBERS: provide L when controlled.

- **PHILIPPOS, ALEXANDROS, HERAKLES (Heirs):** Controlled and able to move when picked up.
- **OLYMPIAS, KLEOPATRA, THESSALONIKE (Females):** Controlled by playing the appropriate card and filling the requirements. When uncontrolled, cannot be inside Major Cities and cannot be moved.
- **Death:** Heirs and Females can be killed by *Drink the Hemlock* Tyche card event. ALEXANDROS (Turn IV) and HERAKLES (Turn V) are removed from game during Preparation Phase of Turns IV and V.

LAND BATTLE

Minimum result on each die = General's Battle Rating

INTERCEPTION & EVASION

Die	Result
> IR	Success
≤ IR	Failure*

IR = Initiative Rating
* fail Evasion → no Local Troops

GENERAL LOSS

Die	Win*	Lose
1-4	-	-
5	-	Killed
6	Killed	Killed

* or Draw