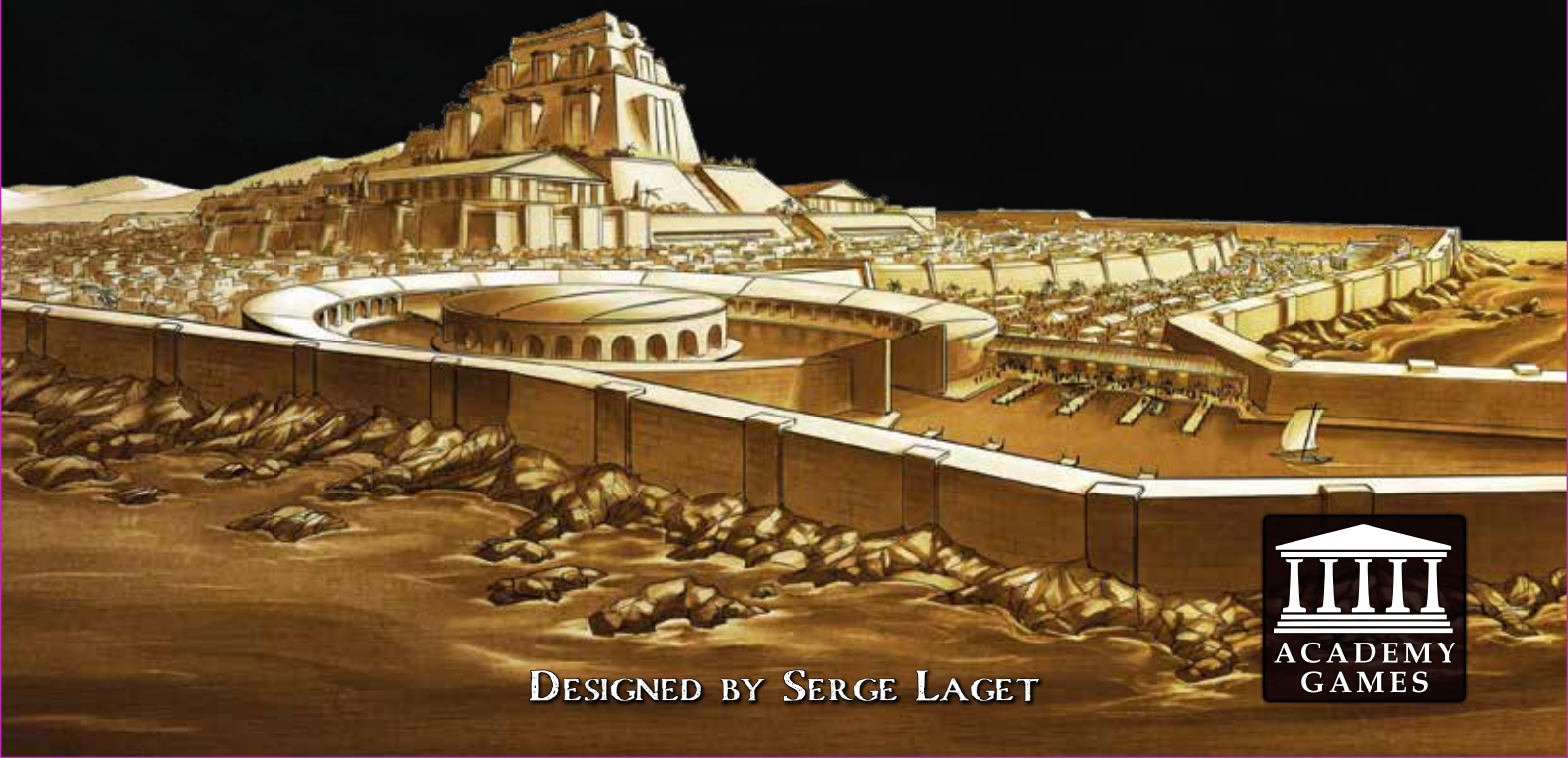
Mare Nostrum
Empires



Designed by Serge Laget

ACADEMY GAMES

Game Setup (5 Player Setup Shown)

The Mare Nostrum map consists of Provinces (land areas) and Seas.
Players each choose or randomly select one of 5 Empires. Each Empire begins the game controlling 3 Provinces, which are outlined in the same unique color as the Empire's Control Markers, Legions, Triremes, and Fortresses.
Each Empire also begins the game being led by a starting Hero:

Rome (red) led by Caesar

Greece (green) led by Pericles

Babylon (purple) led by Hammurabi

Egypt (yellow) led by Cleopatra

Carthage (black) led by Hannibal

1 **Reserves**: Sort and place all Commodities, Coins, Markets, Caravans, Cities, and Temples face up next to the map.
Place all Legendary Commodities together in one pile face down next to the map.

The game board represents the Mediterranean Basin on which Resources (Coins and Commodities), Caravan, Market, Temple, and City icons are pictured in each Province.
Islands with icons count as Provinces. Gray anonymous islands are for flavor only and not playable in the game.

2 Choose an Empire and all of its identically colored Legions, Triremes, Fortresses, and Control Markers. Place these near you next to the game board.

3 Place Legions, Fortresses, Caravans, Markets, Cities, Temples, and Control Markers on your Empire's three starting Provinces as shown on the inside of your Empire Screen.
Collect the 9 Resources (Coins and Commodities) shown. These are the Resources you collect during the first round's **Collect Resources Phase** *(1.1)*.

Sea Battle Dice

Land Battle Dice

Game Setup for 3 or 4 Players

For 3 or 4 player games, you will use only part of the game board:

- 3 players: Overlay the Babylonian and Egyptian Provinces with the 'Leader' and 'Heroes & Wonders' boards.
- 4 players: Overlay the Babylonian Provinces with the Leader Board.

All visible Provinces are playable. Below, the game map and the 'Leader' and 'Heroes & Wonders' boards are pictured.

3 Players Board Setup

4 Players Board Setup

5 **For your first few games:**

Place 5 random Hero and Wonder tiles face up on the first 5 spaces and the Pyramids tile face up on its space. The rest of the Hero and Wonder tiles are randomly placed face down on the remaining empty spaces.

At the end of each Build Phase, turn over new Hero/Wonder tiles until there are again 5 tiles face up.

For experienced players:

Place **all 17 Hero and Wonder** tiles and the Pyramids tile face up on their spaces.

4 Place a Leader Track Marker of your color on each Leader Track.

Trade Leadership (left column) tracks how many **Markets** and **Caravans** you control, plus Hero/Wonder bonuses.
Culture Leadership (middle column) tracks how many **Temples** and **Cities** you control, plus Hero/Wonder bonuses.
Military Leadership (right column) tracks how many **Units** you control, plus Hero/Wonder bonuses.

Each Empire begins with the following Leader values:

	Trade	Culture	Military	
Rome (red)	VII	I	III	*Begins as the **Military Leader** and one of his markers is placed at the top of the Military Track.*
Greece (green)	IV	IV	III	
Babylon (purple)	V	III	II	
Egypt (yellow)	IV	IV	II	*Begins as the **Culture Leader** and one of his markers is placed at the top of the Culture Track. In a 3 player game, Greece is the starting Culture Leader.*
Carthage (black)	VII	I	II	*Begins as the **Trade Leader** and one of his markers is placed at the top of the Trade Track.*

Note: The numbers depicted on the Leader Board are Roman Numerals. I (1), II (2), III (3), IV (4), V (5), VI (6), VII (7), VIII (8), IX (9), X (10), XI (11), XII (12), XIII (13), XIV (14), XV (15).

Game Components

- 23 tiles: 5 Starting Heroes, (**Caesar**, **Hannibal**, **Pericles**, **Cleopatra**, and **Hammurabi**), plus 12 additional Heroes, 5 Wonders, and the Pyramids.
- **Resources**:

Commodities *(13 types)* and **Coins**

Ceramic (3)	Gems (5)	Papyrus (5)	Metal (5)	Spices (5)	Stone (5)	Wood (5)
Gold (7)	Grain (9)	Oil (9)	Sheep (9)	Wine (9)	Gladiator (11)	Coin (44)

Legendary Commodities *(13 - one of each Commodity type)*

- **Buildings**:

Caravan, Market, City & Temple

Caravan (37)	Market (25)	Regular City (8)	Capital City (5)	Legendary City (3)	Temple (14)

- 9 Land Battle Dice (beige) and 5 Sea Battle Dice (blue).

- 5 different colored Empire sets of miniatures and Markers. Each set includes:
  - 8 Legions, 5 Triremes, 5 Fortresses
  - 7 Control Markers
  - 5 Leader Track Markers
- 3 Exchange Markers:

3 Exchange Markers (shown front-back *5/0, 2/1, 4/3)*

- 5 Player Summary Sheets, Empire Mats, and Screens.

Game Overview

The game board represents the Mediterranean Basin, separated into Provinces and Seas. Each Province may contain the icons of Commodity and Coin Resources, plus Caravan, Market, City, and Temple building spaces.

Players can grow their Empires by building Caravans, Markets, Cities, and Temples upon the building spaces within Provinces they control. These new Buildings gain the players new Commodity and Coin Resources. An Empire can expand by gaining control of new Provinces and developing their Resources. A player may even be so bold as to invade another player's Province in order to occupy and control its Resources and Buildings.

Collected Commodity and Coin Resources allow the players to build new Caravans, Markets, Cities, and Temples, grow their armies, or create new Wonders and recruit Heroes.

Players can win the game through:

- **Prestige** - by building the Pyramids.
- **Fame** - by gaining their 5th Hero/Wonder.
- **Conquest** - by controlling 4 Capital and/or Legendary Cities.
- **Leadership** - by simultaneously possessing the titles of Trade Leader, Cu lture Leader, and Military Leader.

Round Overview

Mare Nostrum is played over a number of rounds until one player claims victory. Each round consists of **five** Phases:

Phase 1. Collect Resources *(simultaneous)*

Resources are Commodities and Coins, including Legendary Commodities. For each Caravan a player controls, the player collects the Commodity depicted next to that Caravan. If the player also controls a Market in the same Province, the Commodities that player collects are doubled.

For each city a player controls, the player collects 1 Coin. If the player also controls a Temple in the same Province, the Coins that player collects are doubled.

Phase 2. Trade Resources *(beginning with the Trade Leader)*

The **Trade Leader** plays an Exchange Marker of his choice, determining how many Resources (Commodities and/or Coins) each player must offer for trade.

The Trade Leader now claims one Resource from those offered by another player. Then the player he took the Resource from claims a Resource from another player, and so on.

Phase 3. Build *(in order determined by the Culture Leader)*

The **Culture Leader** selects an **Active Player** to build first (he can choose himself). Once that Active Player has finished building, the Culture Leader selects the next Active Player to build, and so on, until all players have had a turn to build.

The Active Player builds each Unit, Building, Hero, Wonder, and/or Provincial Control with either:

- a set of **only** Coins, or
- a set of **different** Commodities with no duplicates.

A player discards the Resources spent to build each item. At the end of this phase, each player can keep and store up to two Coins for the next round. All other unspent Resources must be discarded.

Phase 4. Move and Battle *(in order determined by the Military Leader)*

The **Military Leader** selects an **Active Player** to move and battle first (he can choose himself). Once that Active Player has finished moving and battling, the Military Leader selects the next Active Player to move and battle, and so on, until all players have had their turn to move and battle.

When chosen, the Active Player first decides whether to move any number of his Triremes. Once done moving his Triremes, the Active Player **may** resolve Sea Battles if his Triremes occupy a Sea with opposing Triremes.

The Active Player then moves any number of his Legions. Once done moving, the Active Player **must** resolve Battles if his Legions occupy a Province with opposing Legions.

Phase 5. Claim Leadership *(simultaneous)*

The 3 Leader tracks are continually adjusted during the round as players gain and/or lose Triremes, Legions, Fortresses, Caravans, Markets, Cities, Temples, Heroes, and Wonders.

During this phase, the new Trade Leader, Culture Leader, and Military Leader are determined in accordance with each Leader Track.

Cities - There are three types of cities on the map:

City: Cities with light borders around their edges. They produce Coins.

Capital City: Roma, Athenae, Babylon, Alexandria, and Carthago have **black borders**. They produce Coins. A player may always build in his Capital City's Province, even if controlled by an opponent *(3.1.1)*.

Legendary City: Troia, Ierusalem, and Syracusae have **red borders**. They produce Coins and Legendary Commodities.

Note: A player wins the game with a Military Victory if he controls 4 Capital and/or Legendary Cities *(6.0)*.

Control - A Province's Controlling Player *(3.1.1)* controls all Caravans, Markets, Cities, and Temples within that Province except those Buildings that are occupied *(4.3.2)* by an opponent's Legions. A Building occupied by an opponent's Legion is controlled by that opponent.

Example: Dave controls the Egyptian Province of Aethiopia, which has two Caravans built in it and no Legions. Dave controls both of these Caravans and will collect the Wheat and Gold Resources pictured next to these Caravans during the Collect Resources Phase.

Game Play

1. Collect Resources Phase

1.1 Collect Commodities and Coins

There are two types of Resources: Commodities and Coins. Each player collects:

- 1 Coin for each City or Capital City he controls. He collects an **additional** Coin for each controlled city if he also controls a **Temple** in the Province.

- 1 Commodity matching the Commodity depicted next to each Caravan he controls. He collects an **additional** matching Commodity for each controlled Caravan if he also controls a **Market** in the Province.

- 1 Coin + 1 Legendary Commodity (randomly drawn from the Legendary Commodities pile) for each Legendary City he controls. He collects an **additional** Coin **or** Legendary Commodity for a controlled Legendary City if he also controls a **Temple** in the Province.

Collected Resources are placed behind a player's Empire Screen.

1.2 Legendary Commodities

Legendary Commodities are randomly drawn. A Legendary Commodity counts like its regular Commodity counterpart.

Example: A Legendary Sheep Commodity counts the same as a regular Sheep Commodity, so both cannot be used together in the same set of Commodities during the Build Phase *(3.0)*.

When spent, a Legendary Commodity is placed in a discard pile. If all Legendary Commodities have been drawn, the discard pile is shuffled and placed face down as the new Legendary Commodity draw pile.

2 Heroes and 2 Wonders give additional Resources:

- **Circe** - Legions placed on empty Caravan spaces collect their associated Resources.
- **Hamilcar** - Doubles Pillage income *(4.3.1)*.
- **Temple of Artemis** - Receives 1 extra Coin each round.
- **The Colossus** - Receives 1 extra Commodity each round.

2. Trade Resources Phase

2.1 Play an Exchange Marker

A new Trade Leader takes possession of all 3 **Exchange Markers**. Each Exchange Marker has two different values, one on the front and one on the back (5 or 0, 2 or 1, and 4 or 3).

The Trade Leader plays one of the Exchange Markers, for the value of his choice, to determine how many Resources (Commodities and/or Coins) each player must choose from his Resource Supply and place face down in front of his Empire Screen.

A played Exchange Marker is placed on one of the three empty fields at the top of the Leader Board. A played Exchange Marker may not be played again until all 3 Exchange Markers have been played **OR** until a new Trade Leader takes over.

Example: Grady is the Trade Leader and chooses the 3/4 Exchange Marker, playing it with the 3 value face up. The players each choose 3 of their Resources and place them face down in front of their screens. On the next round, Grady may choose to play either of the remaining 5/0 or 2/1 Exchange Markers.

Once all players have placed their Resources, they flip them face up and Trading Resources begins.

2.2 Trading Resources

The Trade Leader begins by claiming any one Resource offered by another player by placing it **face down** on his Empire Mat. This Resource may no longer be claimed by the other players.

Next, the player whose Resource was taken by the Trade Leader gets to claim any one remaining face up Resource of his choice from any other player. This next player then claims one Resource of his choice and so on, until all available face up Resources have been claimed.

Example: Grady claims one of Dave's Resources. Dave then claims one of Kirsten's Resources. Kirsten then claims one of Dave's Resources. Dave then claims one of Bill's Resources, and so on until all available Resources have been claimed.

Two players may not claim each other's Resources twice in a row.

Example: Grady claimed one of Dave's Resources. Dave then claimed one of Grady's Resources. Grady may NOT claim another of Dave's Resources at this time, but must instead claim an offered Resource from any other player.

If only two players remain to exchange Resources and they have each already claimed one Resource from the other, they may not continue taking further Resources, and the Trade Resources Phase ends. They place their remaining offered Resources back into their Resource Supply.

Example: Dave and Bill both offered Resources that were not in high demand, so Kirsten's and Grady's Resources were claimed first. Now Dave claims one of Bill's Resources, then Bill claims one of Dave's Resources. Dave may NOT claim another Resource from Bill and so the Resource Trading Phase ends.

2.2.1 Uneven number of Resources taken

All players should end up with the same number of traded Resources. If the Trade Leader claimed an extra Resource, he chooses any one of his Resources (those traded and the others behind his screen) and gives it to the player that claimed one Resource less than he should have.

Example: Grady as Trade Leader plays the '1' Exchange Marker and all players place 1 Resource in front of their screen. Grady claims Kirsten's Resource. Then Kirsten claims Grady's resource. Grady now claims another player's Resource. Grady ends up with 2 Resources and another player with none. Grady must give this last player one Resource of his choice.

Once trading has concluded, all newly traded Resources are placed into each player's Resource Supply behind their Player Screens.

3. Build Phase

The **Culture Leader** selects an **Active Player** to build first (he can choose himself). Once that Active Player has finished building, the Culture Leader selects the next Active Player to build, and so on, until all players have had a turn to build.

A player builds items by spending his Resources and placing the built item on the map or on his Empire mat. Some items require more Resources to build than others:

- **3 Resources** to build most Buildings and Units.
- **6 Resources** to build particularly powerful Buildings.
- **7 to 10 Resources** for Heroes/Wonders.
- **12 Resources** to build the Pyramids.

Build Costs	
Control	3
Regular City	
Capital City	
Legendary City	
Caravan	
Legion	
Trireme	
Fortress	
Temple	6
Market	
Hero/Wonder	7-10
Pyramids	12

A player can build an item with either:

- a set of **only** Coins, or
- a set of **different** Commodities (no duplicates).

A player discards the Resources spent to build each item.

Example: At the end of the Trade Phase, David has 9 Resources - 3 Coins, 2 Grain, 1 Wood, 1 Sheep, 1 Gold, and 1 Gladiator. He can combine these Resources to create three '3 Resource' sets made up of:

- Set one: 3 Coins,
- Set two: 1 Grain + 1 Wood + 1 Sheep,
- Set three: 1 Grain + 1 Gold + 1 Gladiator.

He cannot build a '6 Resource' set because he only has 5 different Resources and because it is not possible to mix Coins and Commodities. With these sets he builds and places one Caravan and two Legions.

Unused Commodities are lost at the end of the Building Phase. Players must discard these to the Resources reserves. **Up to 2 Coins may be stored and kept** for the next round. Excess coins are discarded.

2 Leaders can modify Resource Sets:

- Cleopatra may:
  - substitute 1 Coin for a Commodity in each set of Commodities, **and/or**
  - substitute 1 Commodity for a Coin in each set of Coins
- Hannibal may, in each Commodity set, use one Commodity twice.

Example: David controls Hannibal. He can make one set of 6 Commodity Resources (2 Grain + 1 Sheep + 1 Gladiator + 1 Gold + 1 Wood) and 1 set of 3 Coins.

1 Wonder can alter the storage rule:

- Hanging Gardens allows a player to store and keep up to 2 **different** unused Commodities, **in addition** to 2 Coins.

3.1 Build Rules

A player can choose to build **Control**, **Units, Buildings,** and/or **Heroes/Wonders** in any order.

3.1.1 Control

Control can only be built in a Province that is **adjacent to or adjoining** a Province that was under the player's Control at the beginning of the round.

Adjoining Province: A Province adjoins another Province through a continuous chain of the player's Triremes connecting the two Provinces.

Controlling Player: When a player builds and places his Control Marker in a Province he becomes that Province's Controlling Player. Only now may he build Units and Buildings in this Province.

To build Control, Units, or Buildings, a Province **need not be occupied by the player's own Units**, but the Province **may not** be under an opponent's control or occupied by an opponent's Units. **Exception**: A player **may always build** in his Capital City Province.

Example: The Greek player (green) may build a Control Marker in Germania 1 because this Province is adjacent to Dacia, which was already under the Greek player's control at the beginning of the round.

He cannot place Control in Asia 2 because this Province is not adjoining or adjacent to either Thracia or Achaea. (He could build Control in Asia, if he had a Trireme in either Sea connecting his Provinces to Asia.)

He cannot place a Control Marker in either Dalmatia or Macedonia because Dalmatia is under Roman (Red) control 3 and Macedonia has a Roman Legion in it 4.

3.1.2 Build Units & Buildings

A player may build and place Legion and Fortress Units, **and** City, Temple, Caravan, and Market Buildings in Provinces he controls *(3.1.1)*. A player may build and place Trireme Units in Seas adjacent to Provinces he controls, even if occupied by opponent Triremes.

Units:
Any number of Legions and **up to one** Fortress may occupy each Controlling Player's Province.

Any number of Triremes may be built in Seas adjacent to a Controlling Player's Province that is not occupied by opponent Units. However, the Sea **may be occupied** by opponent Triremes.

A player is limited by the number of Legions, Fortresses, and Triremes supplied in the game.

3 Heroes and 1 Wonder can modify building costs:

- PENTHESILEA may build one Legion in your Capital City Province, at no cost, for **each** of your Provinces occupied by opponent Legions.
- SPARTACUS, once per round, may build one Legion for 1 Coin or 1 Gladiator.
- GILGAMESH, once per round, may build one Fortress for 1 Coin or 1 Stone.
- PHAROS, once per round, may build one Trireme for 1 Coin or 1 Wood.

Buildings:
Building Icons are marked in each Province, indicating which Buildings may be built there. Some Provinces have up to two City and/or Caravan icons marked on them, so up to two of each could be built there. If a Province does not have a specific Building Icon, then that Building may not be built there.

Example: The Greek player builds a Trireme in Mare Aegaeum ❶. Now he can build a Control Marker in Asia ❷ (which is adjoining Achaea, Macedonia or Thracia, thanks to the Trireme he just built). He can then build a Legendary City on the Asia City site ❸ thanks to the Control he just built in that Province. There are no Caravan or Market icons in Asia, so neither can be built in this Province.

3.1.3 Build (Recruit) Heroes & Wonders

Each Hero/Wonder gives the controlling player a unique power and/or Leader Bonuses. You begin the game with your Starting Hero. Your **second** Hero/Wonder costs **7 Resources** (7 Coins or 7 different Commodities), your **third costs 8 Resources**, your **fourth costs 9 Resources** and your **fifth costs 10 Resources**. Gaining a fifth Hero/Wonder can win a player the game *(6.2)*. Hero and Wonder cards are placed on the controlling player's Empire Mat.

The Pyramids are a special Wonder costing 12 Resources that can win a player the game *(6.1)*.

3.2 Adjust Leader Tracks

At the end of each player's Build Phase turn, the player adjusts his Trade, Culture, and Military Track levels to reflect the Buildings and/or Units he has gained *(5.0)*, plus any Hero & Wonder Leader Bonuses he gained.

Example: The Greek player built a Trireme and a Legendary City. He increases his Military Track level by 1 because he built a Trireme and his Culture Track level by 1 because he built a Legendary City.

Example: The Egyptian player built Circe. She advances Egypt's Trade and Military tracks by 1 each.

Note: Each Building, Unit, and Hero/Wonder symbol is pictured at the top of the Leader Track that it affects.

4. Move & Battle Phase

The **Military Leader** determines the **Active Player**, the player who moves and battles first (he can choose himself). Once that player is finished, the Military Leader determines the next Active Player to move and battle, and so on.

4.1 Movement

The Active Player may move any number of his Triremes and Legions. Each Trireme may move to an **adjacent** Sea and each Legion may move to an **adjacent** or **adjoining** Province *(3.1.1)*.

During an Active Player's Move & Battle turn, he moves and battles with his Triremes first, before moving and battling with his Legions.

4.1.1 Sea Movement

Triremes move from one Sea to any adjacent Sea. After the Active Player completes **all** Trireme movements, if any are in a Sea also occupied by an opponent's Triremes, **the Active Player chooses** whether or not to initiate a Sea Battle. Sea Battles are not mandatory and opposing Triremes may occupy the same Sea without a battle occurring. However, if the Active Player chooses to attack, he must do so before moving his Legions. Thus he risks losing Triremes that might be used for transporting his Legions *(4.1.2)*.

4.1.2 Land Movement

Each Legion may either move from one Province to any adjacent Province, or may be transported to an adjoining Province.

After the Active Player completes **all** Legion movements, if any are in a Province also occupied by an opponent's Legions and/or Fortress, he **must** initiate a land battle. Opposing Legions and/or Fortresses may not occupy the same Province without a Battle occurring.

Example 1: The Active Roman player has 2 Legions in *Italia*, 1 Legion in *Crete*, and 2 Triremes in *Mare Ionium*. He first moves one Trireme into the adjacent Sea *Mare Africum* ❶ which is occupied by a yellow Egyptian Trireme. The Roman player decides not to attack the Egyptian Trireme. He now transports his 2 Legions from *Italia* to *Cyrenaica* ❷ because these Provinces are adjoining by the continuous chain of Roman Triremes (*Mare Ionium* & *Mare Africum*) and his 1 Legion from Crete to Cyrenaica ❸ thanks to the same Trireme in Mare Africum.

Note: If the Roman Trireme had decided to battle the Egyptian Trireme and not been destroyed, it could then still have transported the Roman Legions to *Cyrenaica*.

Example 2: The Babylonian player has 2 Legions and 1 Fortress in *Cilicia*. He is the new active player.

He could move his 2 Legions out of *Cilicia* to attack the Egyptian Fortress in *Judea* 1, thus leaving his Fortress alone to battle the 2 occupying Egyptian Legions. Or the Babylonian player could instead move 1 Legion into *Asia* 2, leaving 1 Legion and his Fortress to battle the 2 Egyptian Legions. Or he could decide not to move any Legions and have them all battle the Egyptians in Cilicia.

4.2 Battles

Each battle is resolved with a **single** roll of the Battle Dice.

Sea Battle Dice (blue) are used for battles in Seas and Land Battle Dice (beige) are used for battles in Provinces.

The attacker and the defender simultaneously roll one Battle Die for **each** Trireme (Sea Battles) or Legion (Land Battles) they control. **Each player sums his dice result and divides by 5. The result, rounded down, equals how many hits he scores against his opponent.** Each scored hit destroys one opposing Unit. The opponent chooses which of his Units (Trireme, Legion, Fortress) are destroyed and removed from the map.

Triremes do not participate in land battles and Legions and Fortresses do not participate in sea battles.

Fortress: A player that controls a Fortress in the Province a battle is taking place in **negates 1 hit** scored against him and **adds 5** to his battle dice roll total. The Fortress is only removed if the owner chooses it as one of his destroyed Units.

Example 1 continued: The 3 Roman Legions in *Cyrenaica* attack the Egyptians, who control one Legion and one Fortress. The Roman player rolls 3 dice resulting in V, IV, and III, for a total of 12. The Roman Starting Hero Caesar adds a +1 bonus to each Battle Die rolled, increasing the roll total to 15. 15 divided by 5 equals 3 hits against the Egyptians.

The Egyptian player rolls 1 die resulting in III, which equals no hits. However, the Egyptian Fortess negates 1 Roman hit and adds +5 to the Egyptian roll for total of 8 (3+5=8). 8 divided by 5 rounded down equals 1 hit against the Romans. The Egyptians take 2 hits, losing their Legion and Fortress.

Continuing the previous example: Players that Move and Battle after the Roman's turn could move Legions into *Cyrenaica* and another battle would occur between them and the two remaining Roman Legions.

4.2.1 At War

After a Battle, if **both players** have Legions and/or a Fortress remaining in the Province, the Province is said to be '**At War**'. Other players, including the player that was attacked, who have not had their Move & Battle turn this round may still move into this Province and Battle on their turn.

If, at the end of the round, the Province is occupied by more than one player's Legions and/or Fortress, it remains **'At War'.** A Province 'At War' continues to provide income for its Controlling Player, **but he may not build new Units or Buildings in it** or adjacent Seas (unless it is the player's Capital City Province).

4.3 Conquests

An attacker becomes a Conqueror if he is the only player to have Units in an opponent controlled Province. In each such Province, a Conqueror may **either**:

- ***Pillage*** one, and only one, Building, **or**
- ***Occupy*** several Buildings, **or**
- ***Occupy*** the Province's Control Marker.

If other players move into a conquered Province, the Conqueror's Units will battle. If the Conqueror's Legions survive and remain the sole Units in the Province, they continue occupying any Building or Control Marker they occupied before the battle. If, however, more than one player's Units remain after the battle, the Province is 'At War' and the Conqueror's Legions no longer occupy any Buildings or Control Markers.

If a Conqueror still occupies a Province during subsequent rounds, he again chooses whether he will Pillage, Occupy Buildings, or Occupy the Control Marker with his Legions.

4.3.1 Pillage One Building

The Conqueror may immediately destroy **one**, and only one, Building (City, Capital City, Legendary City, Caravan, Temple, or Market) of his choice in the Province. He does this by removing the Building counter and placing one of his Legions on that Building's now empty icon space.

- If he destroys a City or Capital City, he gains 1 Coin,
- If he destroys a Caravan, he gains its corresponding Commodity resource,
- If he destroys a Temple or a Market, he gains nothing (but he takes away the Controlling Player's future x2 income multiplier),
- If he destroys a Legendary City, he may choose to gain either a Coin **or** a Legendary Commodity.

A destroyed Building is returned to the Buildings Reserve Pile and can be purchased and built again at a later time.

Continuing the previous example: The Roman player beat the Egyptians and has two Legions remaining in *Cyrenaica*. He decides to pillage! He destroys the Caravan by removing the Caravan counter, places one of his Legions on the Caravan map icon, and immediately gains 1 Papyrus resource.

1 Wonder and 4 Heroes can affect Battles:

- THE STATUE OF ZEUS allows you to declare peace with an opponent and keeps both from entering each other's Provinces.
- CAESAR, NEBUCHADNEZZAR, RAMSES II and PERICLES give you battle advantages *(10.0)*.

1 Hero affects Pillage:

- HAMILCAR doubles Pillage income: with him the player gains 2 Coins destroying a City, 2 Commodities destroying a Caravan, or 1 Coin and 1 Legendary Commodity destroying a Legendary City.

4.3.2 Occupy Several Buildings

The Conqueror may place his Legions on Buildings of his choice (City, Capital City, Legendary City, Temple, Caravan, and/or Market), thus occupying and controlling them with 1 Legion per Building.

The Conqueror will collect the Resources provided by the Buildings he occupies during the next Collect Resources Phase in place of the Province's controlling player. (Any unoccupied Building Resources will still be collected by the Province's Controlling Player.) A Conqueror counts Occupied Buildings towards his Leader Track score *(5.0)*.

Note: Occupied Cities are counted by the Conqueror when determining the '4 Capital/Legendary City' Victory Condition *(6.3)*.

Placing a Legion on a Temple allows you to double the Coins that you collect from each City that you may also be occupying in that Province. Placing a Legion on a Market allows you to double the Commodities that you collect from each Caravan that you may also be occupying in that Province. Note: Occupying a Market or Temple by itself generates no revenue.

As soon as a Conqueror's Legions leave a Province, the Controlling Player (the one who has the Control Marker on the Province) regains control of the vacated Buildings.

Example: The Roman player decides to occupy the Caravan and the Market. He will collect 2 Papyrus during the next Collect Resources phase (instead of the Egyptian player). The Egyptian player will collect the Coin for the unoccupied City.

4.3.3 Convert Provincial Control

To be converted, a Province must be adjacent to or adjoining any of the Conqueror's other Provinces! Note: Capital City Provinces cannot be converted, so their Control Markers are printed on the map.

The Conqueror may place one of his Legions on the opponent's Province Control Marker. He does not remove the Control Marker yet.

If at the beginning of a Conqueror's future Move and Battle turn his Legion still occupies an opponent's Control Marker, he may exchange it for a Control Marker of his own at no cost. He is now this Province's new **Controlling Player**. From now on, all Buildings in this Province not occupied by opponent Legions are under his control and he collects the Resources from them.

While a Conqueror occupies a Province's Buildings or Control Marker, the Controlling Player continues to collect Resources from all Buildings not occupied by the Conqueror.

Example: the Roman player decides to occupy Egypt's Control Marker in *Cyrenaica*. The Egyptian gets all Building Resources during next round's Collect Resources Phase. If the Roman Legion still occupies Egypt's Control Marker at the beginning of the next round's Roman Move and Battle turn, the Egyptian Control Marker is converted to the red Roman Control Marker.

Note: Pillaging gives you immediate Resources and destroys a Province's Buildings infrastructure, harming your opponent. You do this if you fear immediate retaliation. But if you think that you can hold a Province, you may instead wish to occupy Buildings or the opponent's Control Marker, since once you become the Province's Controlling Player you gain the Resource income of all of its Buildings.

4.3.4 Adjust Leader Tracks

Players continually adjust their Trade, Culture, and Military Track levels to reflect any Buildings and/or Units that they may have gained or lost during the round *(5.0)*.

Example: the Roman player decides to occupy the Caravan and the Market. He immediately **increases** his Trade Track level by 2 and **decreases** the Egyptian Trade Track level by 2.

4.3.5 Special Case: Capital City

A player's Capital City Province (*Roma*, *Carthago*, *Athenae*, *Alexandria*, and *Babylon*) can never be converted (each Control Marker is printed on the map). If his Capital City Province is occupied by opponents, he may still build new Legions or a Fortress in it or Triremes in adjacent Seas.

5. Claim Leadership Phase

The Leader Tracks include the Trade Track, the Culture Track, and the Military Track.

The Track Levels should always be correct for each player, since any Building, Unit, or Hero/Wonder Leader Bonus changes are immediately adjusted on the appropriate Leader Track.

Note: If you have any doubt, you can easily verify a player's specific track value at any moment by counting his relevant elements.

The player with the highest level on each Track becomes that Track's **Leader**.

- **Trade Leader**: The player who controls the most Caravans, Markets, and Hero/Wonder Trade bonuses.
- **Culture Leader**: the player who controls the most Cities, Capital Cities, Legendary Cities, Temples, and Hero/Wonder Culture bonuses.
- **Military Leader**: the player who has the most Triremes, Legions, Fortresses, and Hero/Wonder Military bonuses.

If two or more players tie, the player who held the Leadership Title in the previous Round decides who gets it. This could be himself if he is among those tied.

Each Leader places one of his colored Markers at the top of his Leader Track, so that all know who the Leader is.

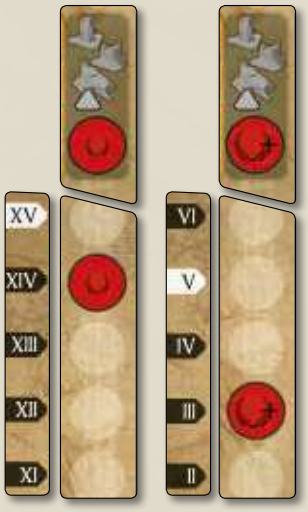
Note: Some Heroes/Wonders bestow a bonus to one or more of a player's Leader Track levels.

1 Hero affects Conversion:

- Queen of Sheba allows you, once per round, to **immediately** convert an opponent's Control Marker in the same round that you first occupy it by sacrificing the occupying legion.

Example: Rome controls 3 Caravans and 2 Markets, thus its red Marker is placed on the level V Trade Track space. Greece controls 2 Caravans and 2 Markets, thus its green Marker is placed on the level IV Trade Track space. Babylon controls 3 Caravans and a Market, thus its purple Marker is placed on the level IV Trade Track space. Egypt and Carthage each control 2 Caravans and 1 Market, thus both place their yellow and black Markers on the level III Trade Track space.

Rome occupies the highest level on the Trade Track. The Roman player becomes the Trade Leader and one of his Leader Markers is placed at the top of the Trade Track. He will choose and play the Exchange Marker during Phase 2: Trade Resources *(2.1)*. He will also be the first to choose another player's offered Resource *(2.2)*.



If a player surpasses level XV on a Leader Track, he flips his counter to the '+' side and continues counting up from Level I.

Example: Rome has 5 Fortresses, 5 Triremes and 4 Legions. Its red marker sits on the level XIV Military Track, he is the Military Leader, and one of his Leader Markers sits at the top of the Military Track. During the Building Phase, he builds 4 Legions increasing his Military Leader level from 14 to 18. He counts to 15, flips his red Leader marker to its '+' side, and continues counting up from Level I, ending on Level III (15+3=18).

6. Victory Conditions

A player can win the game in one of four ways:

6.1 Pyramids

The player who **builds the Pyramids** immediately wins the game.

6.2 Five Heroes and/or Wonders

A player who **builds his fifth Hero and/or Wonder** wins the game **at the end** of Phase 3: Build.

If several players build their fifth Hero and/or Wonder during the same Build Phase, the player who holds the Culture Leader Title wins. If none hold the Culture Leader title, they tie for the win.

6.3 Four Capital and/or Legendary Cities

A player wins when he occupies or controls 4 Capitals and/or Legendary Cities **at the end** of Phase 4: Move & Battle.

6.4 Leader Titles

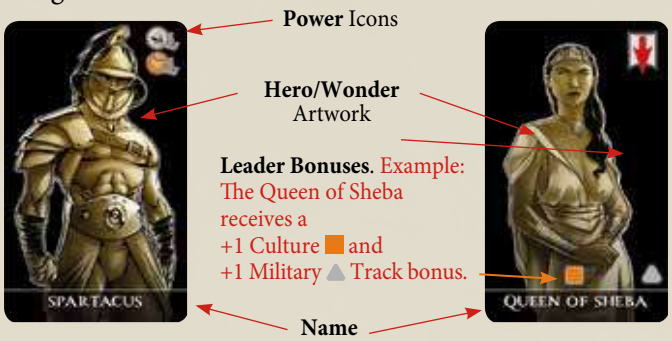
A player wins if he claims all three Leader Titles (Trade, Culture, and Military) **at the end** of Phase 5: Claim Leadership.

1 Hero affects building for a Victory Condition:

➤ PERSEUS allows you to build **first,** either your **fifth Hero** or the **Pyramids,** and win the game immediately. The Perseus player's decision to builds first, preceeds the Trade Leader's choice.

7. Heroes and Wonders

The Heroes and Wonders powers always have priority over other game rules.



8. Diplomacy

Players may talk with each other and negotiate deals. But promises and deals may be broken at any time.

Example: The Roman player promises the Greek player that he will not invade Dacia if the Greek player does not build a Trireme in Mare Ionium. On the next Roman Move & Battle turn, he promptly 'forgets' his promise and moves into Dacia.

Players may never exchange Heroes, Wonders, Buildings, Units, Resources, or Control.

9. Questions & Answers

Build

Q: The Culture Leader has selected my opponent to build before I do. I am afraid he will build the Pyramids to instantly win the game. I possess Perseus. Can I go first, build the Pyramids, and instantly win the game?

A: *Yes, you can go first, build the Pyramids, and win the game.*

Q: Am I limited to how many Units I can build?

A: Yes, you cannot build more Units than supplied with the game. You may never willingly destroy a Unit on the map.

Q: Are we limited to the Resources supplied in the game?

A: Yes.

Move and Battle

Q: I move into a Province 'At War' occupied by Legions from several opposing players. Whom do I battle?

A: Choose one opponent and battle. There can be only one Battle per Province (or Sea) per turn.

Q: A Greek Conqueror occupies an Egyptian Control Marker at the beginning of his Move and Battle Phase. However, the Greek Conqueror no longer controls an adjacent or adjoining Province, since he lost a Trireme connecting him to his controlled Provinces. What happens to the Control Marker that would have been converted?

A: The Egyptian Control Marker is still removed, but the Greek Conqueror does not replace it with one of his own. The Province becomes un-controlled and nobody collects any of its Building Resources.

10. Hero Power Descriptions

Caesar

Starting Hero

Phase 4: Move & Battle

All of your Legions add **+1** to each of their Battle Die rolls when you are the **Active Player**.

Cleopatra

Starting Hero

Phase 3: Build

You may:

- substitute 1 Coin for a Commodity in each set of Commodities, and/or
- substitute 1 Commodity for a Coin in each set of Coins.

Hammurabi

Starting Hero

Phase 3: Build

You may build one Control Marker each round **for free** in an open or unopposed Province adjacent to or adjoining a Province that was under your Control at the beginning of the Round.

Hannibal

Starting Hero

Phase 3: Build

You may use one Commodity type twice in each set of Commodities.

Example: Iron, Iron, Wood.

Pericles

Starting Hero

Phase 4: Move & Battle

All of your Legions add +2 to each of their Battle Die rolls when you are **not** the **Active Player**.

Antigone

Phase 2. Trade Resources

After the Trade Leader has announced the numbeJPor of Resources to be exchanged, you may decide to alter the number of Resources you offer (from 0 up to 5 Resources of your choice).

Leader Bonus

2 Trade, 2 Culture

Castor & Pollux

Upon recruitment (when built), you choose to gain the power of a **Hero** under the control of another player for the rest of the game.

You may not copy starting Heroes, Wonders, or Perseus.

You do not receive that Hero's Leader Bonus.

Circe

Phase 1: Collect Resources

You can place your Legions on empty Caravan spaces to act as Caravans.

Any Legions used this way must be placed onto a Caravan Icon during the Move & Battle Phase.

Leader Bonus

1 Trade, 1 Military

Gilgamesh

Phase 3: Build

Once per round you may build one Fortress for only 1 Coin or 1 Stone *(3.1.2)*.

Hamilcar

Phase 4: Move & Battle

You may double Pillage income:

- 2 Coins for a City,
- 2 Commodities for a Caravan,
- 1 Coin and 1 Legendary Commodity for a Legendary City.

Leader Bonus

1 Trade, 1 Culture, 1 Military

Hercules

No special abilities other than Leader Bonuses.

Leader Bonus

2 Trade, 2 Culture, 2 Military

Nebuchadnezzar

Phase 4: Move & Battle

You add 5 to your dice roll total in a Land Battle taking place in a Province you Control.

You must have at least one Unit in this Province for this to occur.

Penthesilea

Phase 3: Build

Once per Round, you may build **one Legion** in your Capital City Province, at no cost, for **each** of your Provinces occupied by one or more opponents.

Leader Bonus

2 Culture, 2 Military

Perseus

Phase 3: Build

You may overrule the Culture Leader and dictate that you build **first** to build either your **fifth Hero** or the **Pyramids** and then immediately win the game.

Cannot be copied by **Castor & Pollux**.

Leader Bonus

1 Trade, 2 Culture, 1 Military

Queen of Sheba

Phase 4: Move & Battle

Once per round, you may **immediately** convert an opponent's Control Marker in the same round that you first occupy it by sacrificing the occupying legion *(4.3.3)*.

Leader Bonus

1 Culture, 1 Military

Ramses II

Phase 4: Move & Battle

You may roll one additional die during all Land Battles. You must have at least one Unit in the Province for this to occur.

Spartacus

Phase 3: Build

Once per round, you may build one Legion for 1 Coin or 1 Gladiator *(3.1.2)*.

II. Wonder Power Descriptions

Colossus of Rhodes

Phase I: Collect Resources

You may take 1 Commodity of your choice from the Resource Reserves after all players have collected their Resources.

Announce your choice to the other players.

Hanging Gardens

Phase 3: Build

Each round you may store and keep up to 2 **different** unused Commodities, in addition to 2 Coins.

Leader Bonus

2 Trade

Lighthouse of Pharos

Phase 3: Build

Once per round you may build one Trireme for only 1 Coin or 1 Wood *(3.1.2)*.

Statue of Zeus

Phase 4: Move & Battle

At the **beginning** of the Move & Battle Phase, you **may** declare yourself at peace with an opponent (never the same opponent two Rounds in a row).

This opponent's Legions, in all Provinces you control, are returned to their Capital City Province. For the remainder of this Round, neither of you may Battle against the other on Land or Sea, or enter the other's controlled Provinces.

Temple of Artemis

Phase I: Collect Resources

You may take 1 extra Coin each round during the Collect Resources Phase.

Index

At War 4.2.1
Battle 4.2
Building 3.1.2
Build Phase 3.0
City (Capital) 1.2
Collect Resources 1.1
Control 1.3
Control Marker 3.1.1
Controlling Player ... 3.1.1
Conqueror 4.3
Conquest 4.3
Costs..... 3.0
Culture Leader 5.0
Diplomacy 8.0
Exchange Marker ... 2.1
Land Movement 4.1.2
Leader Track 3.1.4, 5.0
Legendary City 1.2
Legendary Commodity ... 1.4
Military Leader 5.0
Movement 4.1
Occupy Building ... 4.3.2
Pillage 4.3.1
Provincial Control 4.3.3
Pyramids 6.1
Sea Movement 4.1.1
Trade Leader 5.0
Trading Resources 2.2
Unit 3.1.2
Unused Commodities .. 3.0
Victory 6.0

Mare Nostrum - Empires Rules v54

Game Design: Serge Laget. **Development Team**: Serge Laget, Bruno Cathala, Olivier Chanry, Thierry Mattray, Franck Saverys, Maximilien Da Cunha

English Rules: Uwe Eickert

Rules Review and Editing: Alan Niedermayer, Andrew Ronzino, Van Willis, William Bukowski, Christian Burnett, Matthew DeGoey, Patrick Dignam Jr., Charley Elsden, Simon George, Patrick Havert, Mike Horn, Jonas Kissling, Ferdinand Köther , Dan Licata, Jacopo Maurizi, Nick Neill, Øyvind Ølberg, Alex Pile, Mike Qunell, Tyler Sager, Daniel Thibault, Steven Townshend, Luk van Baelen, Van Willis

ACADEMY GAMES

Mare Nostrum - Empires AYG 5420

Copyright © 2016 **Academy Games**, Inc.
through license from ASYNCRON games.

Academy Games, Inc
2201 Commerce Drive
Fremont, Ohio USA
419-307-6531

English Language Rules Copyright © 2015-2016 Academy Games

www.AcademyGames.com

Definitions

Active Player - The player whose turn it is.

Adjacent Province - A Province sharing a boundary line that is not separated by water.

Adjoining Province - A Province connected to another Province by Seas occupied by a player's Triremes.

At War - A Province containing two or more players' Units after the Move and Battle Phase.

Buildings - Caravans, Markets, Cities, Capital Cities, Legendary Cities, and Temples.

Capital City Province - The Province a player's Capital City is located in.

City *(1.2)* - Regular, Capital, or Legendary.

Control - A player controls a Province if he has his Control Marker in it. He then also controls all Buildings in this Province that are not occupied by opponent Legions.

Controlling Player - A player who has placed his Control Marker in a Province. He may now build Units and Buildings in this Province, if there are no opposing Units.

Hero - A tile that can be purchased which gives the player extra powers and/or Leader Bonuses *(7.0)*.

Legendary City - Ierusalem, Syracusae, or Troia.

Legendary Commodity - Same as a regular Commodity, but randomly drawn from the Legendary Commodity Draw Pile *(1.4)*

Occupy *(4.3.2)* - An attacker becomes the Conqueror of a Province if he is the only one to have Units remaining in an opponent controlled Province at the end of his Move & Battle turn.

With his Legions, the Conqueror may now choose to immediately Pillage, occupy the opponent's Buildings *(4.3.2)* in order to collect their Resources in the next round, or to occupy the opponent's Control Marker *(4.3.3)* in order to hopefully convert it to his own Control Marker in the next round.

Pillage *(4.3.1)* - Destroying **one**, and only one, Building of the Conqueror's choice in a Province.

Province - A land area.

Reserves - Resource and Building Stockpiles available to all players to draw from during the game.

Resources - Commodities and Coins.

Round - Consists of Phases 1 through 5.

Turn - In each Phase, players take turns as the Active Player.

Units - Triremes, Legions, Fortresses, and other special fighting forces.

Wonder - A tile that can be purchased and which gives the player extra powers and/or Leader Bonuses.