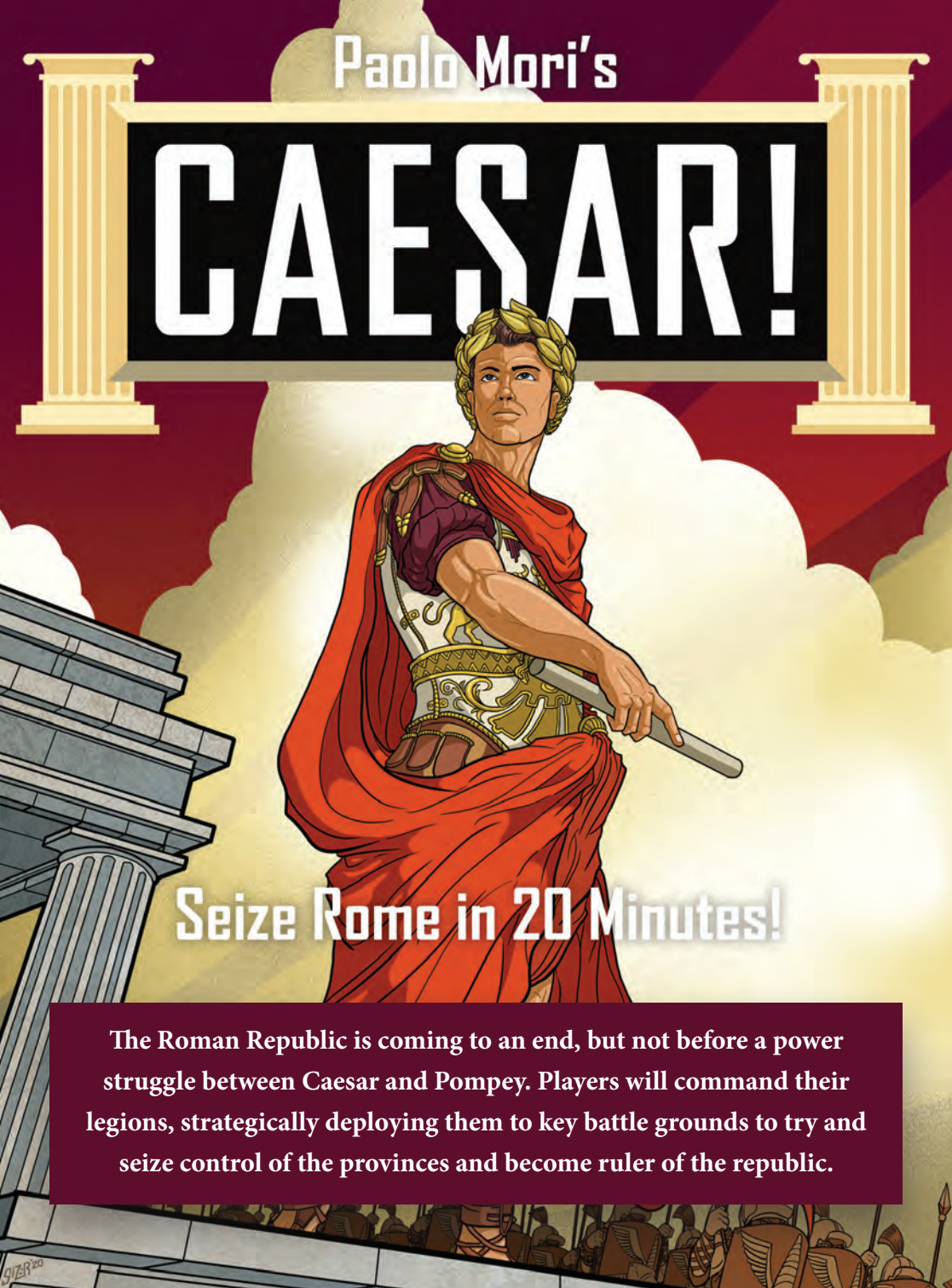
Paolo Mori's

CAESAR!



Seize Rome in 20 Minutes!

The Roman Republic is coming to an end, but not before a power struggle between Caesar and Pompey. Players will command their legions, strategically deploying them to key battle grounds to try and seize control of the provinces and become ruler of the republic.

Components

- 1 Game board
- 32 Basic Influence tokens (16 for each player)
- 18 Province Bonus tokens
- 24 Control markers (12 for each player)
- 2 game bags
- 2 player screens
- Expansions of Rome additional components:
  - 6 Centurion Influence tokens
  - 6 Province Bonus tokens
- 10 Command tiles for the Solo Game

Note: Some blank tokens and tiles have been included for you to create your own troops, bonus tokens and solo Commands.

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The Map

The game board depicts the Provinces of the late Roman Republic, and the nearby territories. Each Province, other than Italia, has one **Province Space** inside. At the beginning of the game this will be occupied by a **Province Bonus token**, while later, the same space will be occupied by a **Control marker** of one of the two players.

Each Province is surrounded by a number of **Border Spaces**, with each space 'touching' two different Provinces.

During the game, players will place their **Influence tokens** on these spaces, trying to get the most Influence on the Provinces and gain control of them.



The Influence Tokens

Each Influence token has an icon and two numbers. The Icon shows the **type of Border space** that can be occupied by the token, while the numbers show the **different values of Influence** that is exerted to the two adjacent provinces while the token is on the map.



Pompey Influence token



Caesar Influence token



Pompey wild Influence token

Influence tokens with the "laurel" icons are considered wild, and can therefore be placed on any Border Space on the game board.

Setup

1. Open the game board in the middle of the table.
2. Place a **Senate Province Bonus token** on **Italia's space** (with the solid border).
3. Randomly **place one Province Bonus token, face up,** on the rest of the Province spaces (do not place one on the second space in Italia).
4. Choose who will play as Caesar (Red) and Pompey (Blue). Each player takes the Influence tokens of their colour and shuffles them in their bag, then draws **2 Influence tokens**, looks at them secretly and places them behind their screen.
5. Each player also takes their **Control markers** and places them on their side of the board.



How to play

Starting with Caesar, players alternate in taking turns.

On your turn:

1. **Place an Influence token on a free** (non occupied) **Border space on the map with a matching icon.** Choose the **token orientation**, so as to assign each of the two Provinces touched by the token one of the two Influence values shown on it.
2. **If all the Border spaces around one or more Provinces are occupied** by Influence tokens, these Provinces are **closed**. In this case, follow these steps:
   - The player who placed the **last Influence token** takes the **Province Bonus token** from all the Provinces closed in this way.
   - **Add up the value of the Influence tokens of each player** surrounding each Province that has been closed. Whoever has the **highest total** places one of their **Control markers** in the empty Province Space. The Province is now considered as **controlled** by that player. **In case of a tie between players**, the space is left empty and no Control marker is placed.



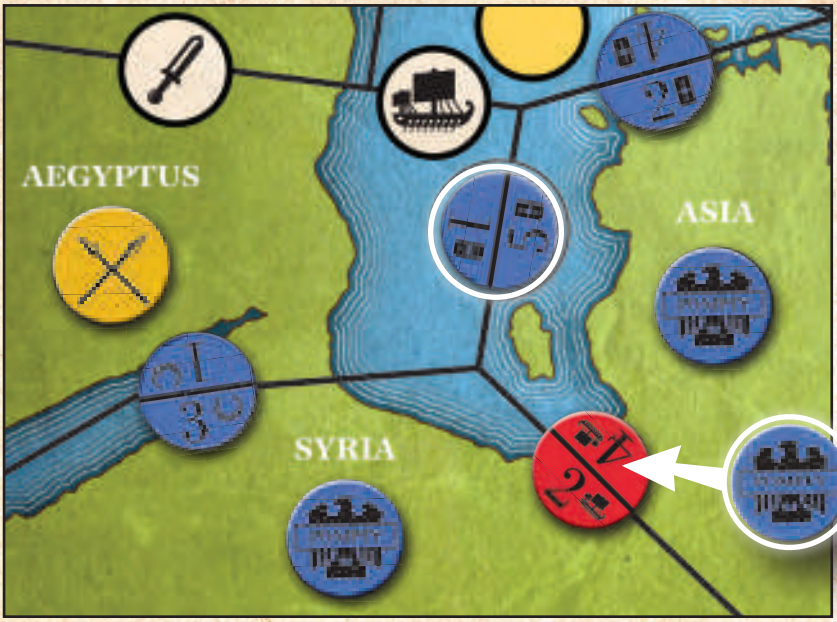
The Caesar player places their Influence token to exert an influence of 5 on the Sicilia province and 1 on the Sardinia province.



Pompey places their 3/3 Influence token, closing the Achaia province. They will get the Tactics Bonus token, but Caesar has a higher Influence on the province (8 to 4), so will place their Control marker on it.

- **If the Province in question is Italia,** the controlling player places a **second** Control marker on the second space, as shown by the dashed line.
- If one or more **adjacent Provinces** are controlled by the same player, an **additional Control marker is placed on the Border Spaces** between these Provinces, covering the Influence token, and any other token placed there.
- The player who placed the Influence token and received the Province bonus token, can now resolve its effect.

3. **Draw a new Influence token** from your bag.



Pompey places their 5/1 Influence token, closing the Asia province and placing their Control marker on it. Since they also control Syria, they will place an additional Control marker on the border space between the two provinces, covering the Caesar Influence token.

End of the Game and Winner

The game ends immediately when a player places their **last Control marker** on the map or under a Senate token. That player is the **winner of the game**, and probably the first Dictator of Rome.

Province Bonus token effects

Tactics [4]



Take a new turn after this one.

Note: if you receive two Tactics bonus tokens from closing Provinces, you only get one new turn after the current one.

Wealth [4]



Increase your Influence token hand size by one. Draw one token immediately, in addition to the usual one at the end of your turn.

Might [4]



Flip an opponent's Influence token or Control marker placed on the board face down.

Flipped influence markers are considered as having Influence "0 / 0".

Controlling Provinces adjacent to a flipped Control marker do not provide additional Control markers on Border spaces.

Senate [6]



Place this token in front of you. If you also place a Control marker in this Province, place a number of Control markers below this token equal to the number of Senate bonus tokens you own (including the one you just took).

*Example: Caesar gained their first Senate token while winning a Province, allowing them to place one additional Control marker underneath it. Their second Senate token was gained by closing a Province which they lost, so no additional Control markers are placed. When Caesar gains their third Senate token while winning a Province, they place **three** more Control markers under that Senate token.*

Poison [3]



Used with the Poison Expansion. Return one of your opponents influence tokens to their bag.

Centurion [3]



Used with the Centurions Expansion. Instead of drawing from your bag at the end of your turn, select one of your available Centurion Influence tokens.

THE EXPANSIONS OF ROME

Designed by Dávid Turczi

After you have played the game once or twice, add these in for further tactical challenges.

POISON

Additional Components



- 3 x Province Bonus tokens

Setup

3. Mix the three Poison Province Bonus tokens with the rest of the Bonus tokens, then randomly remove 3 Bonus tokens from play before setting up the map as usual.
4. Players start the game with 3 tokens behind their screen.

Gameplay

Play as usual. When someone gains the Poison Bonus token, their opponent chooses one of their tokens from behind their screen at random, and returns it to their bag. Both players are permitted to see the token before it is returned.

If a player starts their turn with no tokens behind their screen, they immediately lose the game.

CENTURIONS

Setup



3. Mix the three Centurion Province Bonus tokens with the rest of the Bonus tokens, then randomly remove 3 Bonus tokens from play before setting up the map as usual.
4. Give each player the 3 Centurion Influence tokens in their colour. They are placed in front of their player shield.



Gameplay

Play as usual. When someone gains the Centurion Bonus token, they choose one of their 3 Centurion Influence tokens, and put it behind their screen. Skip the next "Draw one Influence token" step (this does not increase their hand size).

BORDER CONTROL

Requires Poison and/or Centurions to play.

Additional Components

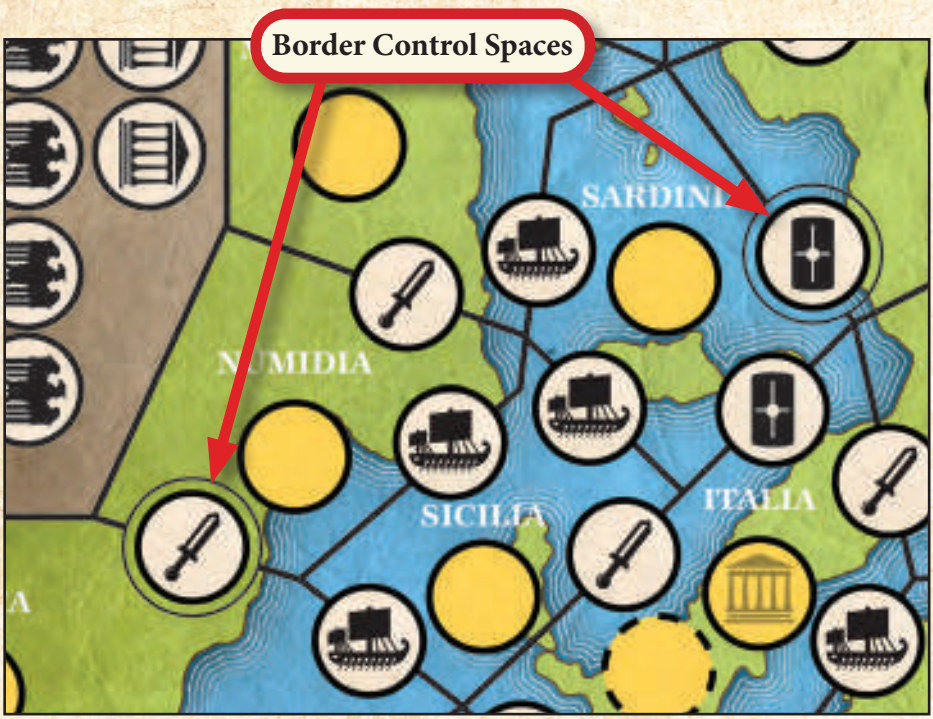
None required

Setup

3. Instead of removing spare Province Bonus tokens from play, place them face down next to the board.

Gameplay

Play as usual. On the three spaces marked with a double line the player may choose to place one of their Influence tokens face down. If they do they immediately draw one of the Province Bonus tokens set aside during setup at random and resolve it. The placed token does not exert any influence on the adjacent regions.

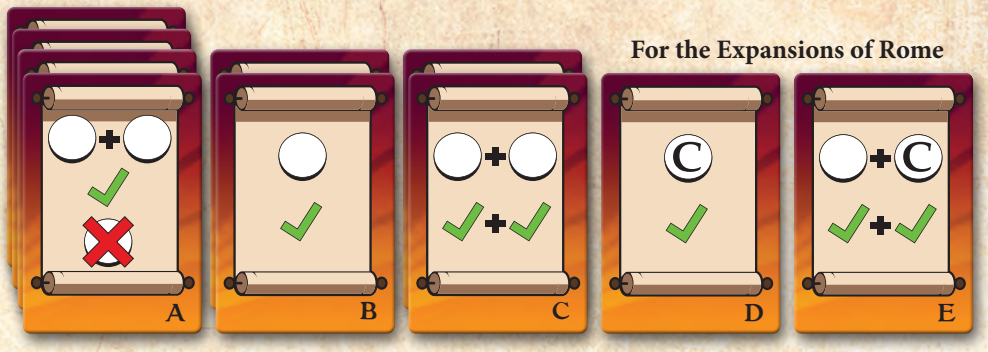


SOLO RULES

In the solo game you will play either Caesar or Pompey competing against Auto-Crassus, the third member of the First Triumvirate vying for control over the Roman Republic.

EXTRA COMPONENTS

- 8x Command tiles:



SETUP

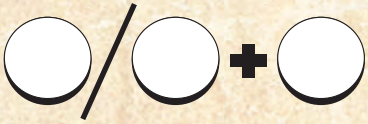
- Auto-Crassus draws 3 influence tokens, which they place face-up in their play area, in a line.
- Select a difficulty, and shuffle the required Command tiles into a face down stack:
  - **Easy:** 4xA, 2xB
  - **Normal:** 3xA, 2xB, 1xC
  - **Hard:** 4xA, 2xC
- The rest of the game is set up as usual.
- Auto-Crassus takes the first turn of the game.

Gameplay

You play your turn as usual.

Drawing a Command Tile

At the start of Auto-Crassus's turn, they draw a Command tile, and perform the tasks stated, in the order shown. It will have a combination of these tasks shown:



- **Draw 1 / Draw 2 -** draw the stated number of Influence tokens from the Auto-Crassus's supply bag, and place them to the right of its face-up tokens.



- **Resolve -** Perform the Auto-Crassus Turn Sequence, as shown below. This step may be listed twice, in which case perform the Auto-Crassus Turn Sequence twice.



- **Discard 1 -** put the left-most influence token from the Auto-Crassus's face-up tokens back into its draw bag.

If the Command tile stack is now depleted, shuffle all the Command tiles into a new face down stack, else set aside the drawn Command tile for now.

If Auto-Crassus runs out of Influence tokens to draw, just draw as many as possible, and don't discard any at the end of its turn.

Auto-Crassus Turn Sequence

- Auto-Crassus chooses where to place one of their face-up Influence tokens based on a priority list, see *Auto-Crassus Placement Choice*, below.
- Once placed, if a region is now closed, resolve its area majority as usual, except that Auto-Crassus always wins ties for control strength.
- If Auto-Crassus claimed a bonus token due to closing a region:
  - **Senate / Poison:** Usual ability.
  - **Might / Wealth / Tactics:** Just put the token aside.
    - For an even harder game: if Auto-Crassus also won the region control, have them remove one of their unplayed control tokens from the game when putting the bonus token aside.

Auto-Crassus Placement Choice

Perform the first choice from this list that Auto-Crassus can legally do:

- If they can **win** a region by placing one of their tokens, they place the **lowest** value token they can place to win (oriented with the lowest value facing into the closing region that allows them the win), then claim and use the bonus token.

- If they can **close** a region, even though they would lose that region's control, and *unless you would win the game by Auto-Crassus doing this*, they place their **lowest** value token there (oriented with the lowest value facing into the closing region), then claim and use the bonus token.
- If they are **losing** any unclaimed regions (i.e. you currently have a higher strength in the region than Auto-Crassus), they pick the region in which they are losing the most, then place their **highest** value token there.
- If they are **present** in any regions, they place their **highest** value token in the region where they're closest to winning.
- They place in **a region adjacent to one they already control**, placing the **highest** value token they have. If tied, they pick the region where they can place their highest value token.
- They pick a **land-locked** region where they can place their **highest** value token (if regions tied: Italia, else random choice).
- They pick ***any* remaining region** where they can place their **highest** value token (random choice if regions tied).

Ties Between Regions

- Regions adjacent to regions they have already won
- Regions that give a Senate bonus token
- Regions that give a Poison bonus token (if playing with the Poison expansion)
- Land-locked regions
- Regions adjacent to land-locked regions
- Random choice between remaining tied regions

Ties between spaces within a region

- Space adjacent to a region Auto-Crassus is losing the most
- Adjacent to a landlocked region
- Random choice between tied spaces

Ties between tokens to place

- Non-wildcard token before a wildcard token
- The token with the highest- or lowest- (as applicable) combined values on that token
- Left-most token from its lineup

Game End

Game end is as per core game.

EXPANSIONS OF ROME: SOLO RULES

POISON

Play as in the core game, no additional changes needed for solo play.

CENTURIONS

Setup Changes

- Set up the expansion as usual, except that Auto-Crassus's 3 Centurion tokens are placed near their play area *face-down*, in a randomly ordered stack.
- When setting up Auto-Crassus's Command tokens, use the following combinations for your chosen difficulty:
  - **Easy:** 4xA, 1xB, 1xD
  - **Normal:** 2xA, 2xB, 1xC, 1xD
  - **Hard:** 4xA, 1xC, 1xE

Gameplay Changes

- If the Centurion Command token is drawn at the start of Auto-Crassus's turn, Auto-Crassus performs the actions stated on it, as usual.
  - **Draw 1 Centurion:** Draw 1 random token from Auto-Crassus's face-down stack of Centurion tokens, and place to the right of their face-up tokens.
- If Auto-Crassus ever claims a Centurion bonus token from the board, they treat it the same as if it was a Might / Wealth / Tactics bonus token.

BORDER CONTROL

Play as in the core game, no additional changes needed for solo play, Auto-Crassus will never choose to play a token face down.

CREDITS

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