



A game by
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Illustrated by
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2 – 4 Players
Age 8+

Script and drafting of texts by David M Santos-Mendes

STORY

Terrible news is heard in Rome! There is, in the most remote part of Iberia, a people that is not governed nor does it let itself be governed. *Alea jacta est.*

The empire's great army has lost another battle in *Lusitania*. On his comfortable throne, the emperor Julius Caesar hears the news and becomes furious. He immediately calls his four best generals to the palace.

The words and orders are clear: they must immediately start a long journey throughout the Empire's provinces so as to recruit the most fearless warriors and form a great army. It is necessary to recruit and equip all types of soldiers: legionaries, doctors, gunners, and if necessary, barbaric mercenaries as well.

Soon, a glorious army will march into *Lusitania*, where a small population resists heroically. Julius Caesar knows that victory will not be easy, so he does not skimp on resources and promises a good amount of silver coins (*denarii*) to those who join the cause.

Game components

Soldier Cards

x20 Legionaries (4 provinces/different colours)



x5 Barbaric
Mercenaries
(black)



x3 Doctors



x3 Gunners



Equipment Cards



Special Cards

x4 Mars, God of War x3 Senator x1 Musician



x3 Julius Caesar

x1 Commander

AIM

In this game, you take on the role of a Roman general whom the emperor, Julius Caesar, has ordered to recruit and equip an army of soldiers: legionaries, barbaric mercenaries, doctors and gunners.

The game is won by the first player to recruit an army that is worth twenty victory points or more.

The number of victory points that are scored for each card is indicated in the top right corner with the following icons: 1 2 3

Example

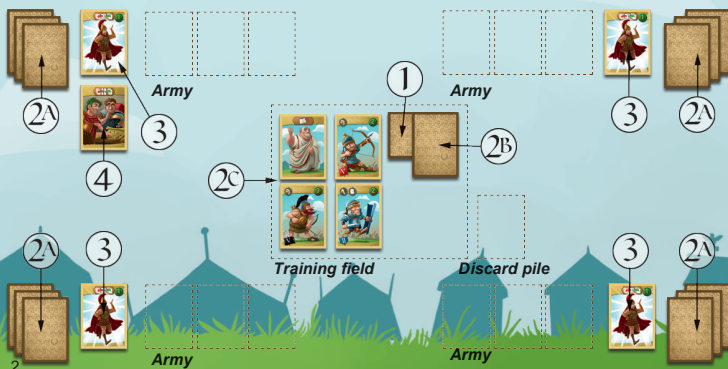
The players can recruit the following soldiers for their army: legionaries (only from one province/colour), two barbaric mercenaries, one doctor and one gunner.

Equipment can be added on to legionaries and barbaric mercenaries.



If a player does not use the Mars, God of War card during the game, they score 1 victory point at the end.

PREPARATION



Separate the **Mars, God of War, Commander (or First Player)** and **Musician** cards from the rest of the deck.

1 Shuffle the **soldiers, equipment, Senator** and **Julius Caesar** cards. From this deck randomly remove 5 cards (without looking), to which you should add the Musician card. Shuffle these 6 cards and place them face down in a pile in the middle of the table.

2 Next, shuffle the rest of the cards and:

A Give each player 3 cards.

B Place the remaining cards directly on top of the 6 cards mentioned before (in point no. 1). This stack then forms the draw pile.

C Turn over the first 4 cards from the draw pile in the middle of the table.

3 Each player receives one **Mars, God of War** card which they should place in front of them with the coloured side face up. Next to this card, the players will form their army throughout the game.

4 The last player to have visited a Roman ruin receives the **Commander (or First Player)** card. The game begins with this player and proceeds clockwise.

TURN

During their turn, a player can carry out **one of three actions**:

TRADE
cards

or

RECRUIT
soldiers or add equipment

or

PLAY
a special card

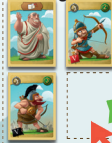
But not more than one in the same turn.

A player's turn ends as soon as this action has been performed. The game proceeds with the player seated on their left who also chooses an action to carry out.

TRADE cards

This action allows the player to trade a card they are holding with one that is available on the training field.

Training field



Discard pile

The player:

1 Takes a card (turned face up) from the training field.

2 Discards one of the cards they are holding (turned face up) onto the training field.



Army



Discard pile

Player's hand

Attention:

Players always end their turn holding 3 cards.

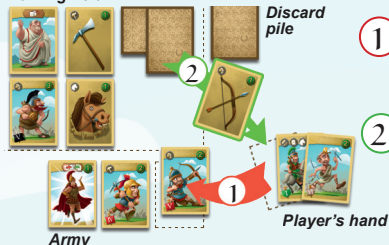
RECRUIT soldiers or add equipment

This action allows the player to **recruit a soldier**, or to **obtain a piece of equipment**, for their army.

1) Recruit a soldier

The player can recruit one soldier from one of the four existing types: **Legionaries**, **Barbaric Mercenaries**, **Doctors** or **Gunners**. The procedure is the same for each of the four types of soldier.

Training field



The Player:

- 1 Places the soldier card they are recruiting (turned face up) on the table as part of their army.
- 2 Takes a card from the top of the draw pile.

Players are not allowed to:

- ▶ Recruit legionary soldiers from different provinces/colours for their army.
- ▶ Recruit legionary soldiers from provinces/colours which the other players are already recruiting from.



Helvetia



Britannia



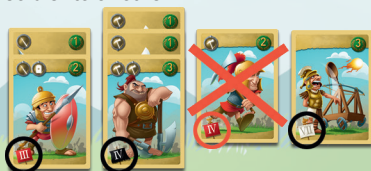
Hispania C. Tarraconensis



Aquitania

The colour and format of the icon indicate the province of origin of the legionary soldiers. Each player's province/colour is determined when they recruit their first legionary soldier.

- ▶ Recruit more than two Barbaric Mercenaries for an army.
- ▶ Recruit more than one Doctor for an army.
- ▶ Recruit more than one Gunner for an army.
- ▶ Recruit Legionary Soldiers or Barbaric Mercenaries which hold the same position in the army (i.e. number/Roman numeral) as any of those already recruited.
- ▶ Remove soldier or equipment cards from the army or move equipment cards from one soldier to another.



1) Obtain equipment

The player can obtain equipment which **must** be **added on** to a **Legionary Soldier** or **Barbaric Mercenary** card that they already have in their army.

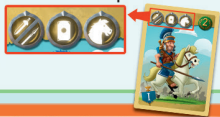
Training field



The Player:

- 1 Places the equipment card they are adding onto the table (under the soldier or barbaric mercenary card).
- 2 Takes a card from the top of the draw pile.

The information regarding the type and quantity of equipment which the players can add on to the legionaries or barbaric mercenaries cards is given at the top of the card.



In the example given, the player can **add on** the following equipment: **a sword or a spear (never the two weapons simultaneously) + a shield + a horse.**

PLAY a special card

This action allows the player to play a special card from the four available: **Julius Caesar, Commander (i.e. First Player), Senator, or Mars, God of War.**



Julius Caesar card

When played, it allows the player to take hold of the **Commander (i.e. First Player)** card.

The Player:

- 1 Discards (onto the discard pile) the Julius Caesar card.
- 2 Takes the **Commander (First Player)** card and places it in front of them.
- 3 Takes a card from the top of the draw pile





Commander (i.e. First Player) card

When played, this card allows the player to **replenish** the four cards that are on the training field at the **beginning** of their turn.

The Player:

- 1 Discards (onto the discard pile) the four cards which are on the table.
- 2 Turns over 4 cards from the top of the draw pile and places them on the training field.
- 3 Passes the Commander card to the player seated on their right.
- 4 Carries out an action: TRADE or RECRUIT or PLAY a special card.



Senator card

When played, it allows the player to **steal** a card from the hand of one of the other players.

The Player:

- 1 Discards (onto the discard pile) the Senator card.
- 2 Steals one card randomly from one of the other players.
- 3 The player (who a card was stolen from) takes a card from the top of the draw pile.



Mars, God of War card

When played, this card allows the player to discard the three cards they are holding and replace them with three cards taken from the draw pile.

If a player does not use the **Mars, God of War** card and so retains it until the end of the game, they score 1 victory point.

The Player:

- 1 Turns the Mars, God of War card face down (grey side faced up).
- 2 Discards (onto the discard pile) the 3 cards they are holding.
- 3 Takes 3 cards from the top of the draw pile.



END OF THE GAME

The game ends immediately when one of the following three situations occurs:
Game Ending 1: One of the players recruits an army with a score of twenty or more.

Game Ending 2: The Musician card appears on the training field, **having been turned over from the draw pile or played by a player** who trades the Musician card (which they are holding) for a card that is on the training field. **In this situation, the game is won by the player who, at that time, has the highest number of victory points.** In the event of a tie on victory points, the game is won by the tied player that has recruited the least barbaric mercenaries. If the result is still a tie, then the game is won by the tied player whose turn is last (furthest from the Commander card).

Game Ending 3: The draw pile ends for the second time. When this happens, the winner is determined in exactly the same way as for Game Ending 2 (as described above).



The player who takes the Musician card from the draw pile may decide when to end the game.

Whenever the draw pile ends for the first time, all of the cards from the discard pile are shuffled and a new draw pile is formed.

The game continues until one player scores twenty or more victory points, or until the Musician card is played onto the training field, or until the draw pile is all used up for the second time.

Credits

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EDUCATIONAL INFORMATION

The game contains some facts and also some fictional characters. It's fun to know more!

Julius Caesar



Politician, born in Rome (probably in 100 BC), who was one of the most brilliant generals in History.

He conquered and governed the Gallia of Vercingetorix until 50 BC, the year when the senate, led by Pompeu, ordered the demobilisation of his legions in that territory and their return to Rome.

At that time, Julius Caesar began a civil war which lasted two years. He returned to Rome victoriously, where he then established his power and intelligence in a government which lasted until 44 BC, the year when he was assassinated.

It is believed that the sentences 'Veni, vidi, vici' (I came, I saw, I conquered.) and 'Alea jacta est' (The die is cast.) were coined by him.

The Lusitanians



Indo-European people who lived in western Iberia, where in 29 BC the province of Lusitania was created by the Romans (part of this territory is currently Portugal).

The Lusitanians were active and agile warriors, who chased their enemies so as to decapitate them. Viriatus was their main leader in the fight against the Romans. He was killed in 139 BC, having been betrayed by comrades that had been bribed by the Romans.

When the three traitors went to receive their reward, the consul Quintus Servilius Caepio ordered their execution, thus declaring: Rome does not pay traitors.

The Roman Empire



From a small Etruscan city, thought to have been founded in 753 BC, the Empire was "officially" formed in 27 BC, when Octavius received the title of Augustus from the senate. The Roman Empire took over a vast territory in which, to this day, we can still admire a glorious legacy.

Its decline was mainly caused by the invasions and raids carried out by the Barbaric people. In 410 AD, Alaric, king of the Visigoths, raided the city of Rome. The western Roman Empire remained until the year of 476 AD.