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Game: **THE END OF THE TRIUMVIRATE**
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For best results, print on card, laminate and trim to size.

THE END OF THE TRIUMVIRATE

Setup

Provinces are colored as **political** (yellow), **military** (brown) and **competence** (reddish).

Each player places 2 yellow citizens in his area of the **Forum**, and the remaining citizens in the **Allii** (neutral) section.

Each player places 2 cubes of their color (**Weapons**) in the **Battle Bag**.

Each player places 2 cubes of their color on the **I** space of the **Competence Track**, one in the **Political** and 1 in the **Military**.

All markers are distributed as shown on p4 of the rules.

Place the **Calendar Stone** on the **VIII** space.

Each player place in front of him their remaining 6 **Weapons** and 4 **Governor** pieces as reinforcements.

Caesar starts with his turn.

Turn Sequence

Each player's turn consists of 3 phases played in the following order:

- I. Supplies
- II. Movement
- III. Action

When the player has performed up to 3 actions, he moves the **Calendar Stone** 1 step down the track towards **ELEGIO** and his turn ends.

If at the end of each player's turn there is more than 6 Legions in any province; the excess are returned to that player's reinforcements.

If the **Calendar Stone** has reached **ELEGIO** a new **Consul** is elected. Then a new year begins.

I. Supplies

The active player receives supplies:

The player changes the position of all **Governors** in his provinces; either moved in or out of the **Supply box**.

In provinces with a **Civil Servant** (the **B** tile) the **Governor** is not moved but stays on the **Civil Servant** tile.

In provinces where the **Supply box** is now empty and visible, the player receives **Supplies** as follows:

Political province: 2 Gold
Military province: 2 Legions
Competence province: 1 Gold & 1 Legion

Therefore, normally each province will produce supplies every second turn of its owner.

The player also receives supplies from Rome: choosing to receive either 2 Gold, 2 Legions, or 1 Gold and 1 Legion. These can be placed in any province, together or separately. You can only receive Gold and/or Legions if they are available in **Supply**.

II. Movement

The active player picks up Gold, relocates Legions, or conquers other provinces:

Movement only takes place through the player's **Character piece**; Legions and **Civil Servants** cannot move on their own and are taken along for free.

The Character may use up to 4 Movement points per turn.

Each move to *any* adjacent area (with a common border or connected by an arrow), including sea areas, costs 1 point.

A move may not end on a sea area.

If a **Character** moves across 1 or 2 sea areas without Legions, it costs 1 point less than the number of areas he is entering.

Upon entering a province, a player *may* place a **Civil Servant** he has brought with him in that province. The local **Governor** is immediately placed on top of the **Civil Servant** (making the **Supply box** vacant).

If there is **Gold** in a province entered, the player may immediately pick it up and put it with his reinforcements.

A **Character** can only enter an enemy province (an attack) if accompanied by at least 1 Legion.

Several attacks in a turn are allowed if the player has enough movement points.

Attacks

A player with only 1 province left may not be attacked.

A **Character** may always use up his movement points irrespective of the outcomes (therefore up to 4 attacks are possible in one turn).

1. Draw Weapons

Draw Weapon cubes from the Battle Bag. The number drawn equals the lowest number of Legions on either side, up to 3.

2. Weapon's Effects

For each 1 **Weapon** drawn of the attacker's color, 1 defending Legion is eliminated.

For each 1 **Weapon** drawn of the defender's color, 1 attacking Legion is eliminated.

The **Weapons** are returned to the players and put with their reinforcements.

Weapons of the third color have no effect and are returned to the **Battle Bag** (no replacement is drawn).

3. Character Protection

When a player defends a province containing his **Character piece**, he now eliminates 2 attacking Legions (or the one left if only one remains).

4. Main Battle

The same number of attacking and defending Legions is eliminated, up until the point where only one side (or neither) has Legions left.

5. Result of the Battle

If there are attacking Legions left, the province has been **conquered**. If not (even if all defending Legions have been eliminated) the attack has failed.

The attack has failed: The attacking **Character** (and any accompanying **Civil Servants**) moves back into the province from whence he attacked, at a cost of no movement points.

The province is conquered: The attacker replaces the former **Governor** with one of his own color. The **Governor's** position (with regard to supplies) remains the same.

Escape

If the defending **Character** was in the conquered province, he receives the **Escape card** and executes it. He moves into another of his provinces without spending a movement point, and loses one step in each competence in which he was *leading*.

(Leading means highest on the track; two can lead together as long as one is lower on the track. If all Characters are at space VII, they are all leading.)

Note that **Escape** takes place before **Compensation**.

Compensation

The player that lost the province receives Compensation card I and executes it. He puts a **Weapon** of his own color in the **Battle Bag**.

If he already holds this card he receives and executes **Compensation card II** (on the flipside) instead. He increases one of his competences by one step. If he already holds this card he executes it again.

A **Civil Servant** in the province comes under control of the conqueror and the loser puts a **Weapon** of his own color in the **Battle Bag**.

III. Actions

The active player may execute up to 3 actions:

In any given turn, the first action will cost 1 Gold, the second 2 Gold, and the third 3 Gold (to take 3 actions costs 6 Gold). The Gold must come from reinforcements.

Action options in a political province

a. *The Character improves his political competence* and moves his competence marker on the yellow track up 1 step.

b. *The Character persuades Citizens in the Forum* and moves 1 Citizen from the neutral section into his section *OR* moves a Citizen out of another player's section into the neutral section.

This action costs an extra 2 Gold if the **Character** is not leading in political competence.

Action options in a military province

a. *The Character improves his military competence* and moves his competence marker on the brown track up 1 step.

b. *The Character produces Weapons* and puts 2 **Weapons** of his color into the **Battle Bag**.

This action costs an extra 2 Gold if the **Character** is not leading in military competence.

Action options in a competence province

a. *The Character improves his political competence* and moves his competence marker on the yellow track up 1 step.

b. *The Character improves his military competence* and moves his competence marker on the brown track up 1 step.

ELEGIO - Election of the Consul

When **ELGIO** is reached, a new **Consul** is elected.

The player with the highest number of **Citizens** in his section is elected **Consul**. If a tie, the player who least recently had a turn is elected.

He receives a **Consul card** as well as a new **Civil Servant** from the surplus which he may place in any of his own provinces.

The new **Consul** gives a short speech to herald the new year, then 3 of the **Citizens** in his section are returned to the neutral section.

The active player moves the **Calendar Stone** back to the start of the track and a new year begins.

Winning the Game

A player wins the game if he achieves one of the following:

- **Political Victory** A player is elected to **Consul** for the second time, or he already holds a **Consul card** and 6 **Citizens** are in his section in the **Forum**.
- **Military Victory** A player owns 9 provinces (and has used up all his **Governors**).
- **Competence Victory** A player reaches **VII** in both military and political competences.

2 Player Game

Caesar begins the game with 5 and **Pompeius** with 6 provinces, and play in alternating turns.

Each year ends after 7 turns (the **Calendar Stone** is put at **VII** at the beginning and after each year).

Crassus, and the 4 provinces **Asia**, **Syria**, **Aegyptus** and **Cybaica**, are not used.

15 **Legions** and 3 **Gold** are removed from the game.

In the **Forum** there are only 9 **Citizens** (initially place 2 in each of **Caesar's** and **Pompeius'** sections and 5 in the neutral section)

Put 2 **Weapons** belonging to **Caesar** and **Pompeius** into the **Battle Bag**, as well as 2 **Weapons** in **Crassus'** colour, which count as neutral (returned to the bag if drawn).