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Game: **MARE NOSTRUM
+ MYTHOLOGY EXPANSION**
Pub: **Fantasy Flight Games (2003/5)**

Page 1: **Rules summary**
Page 2: **Play reference**

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For best results, print on card, laminate and trim to size.



SETUP

Setup the main board, with the expansion board on its western edge. Shuffle the **Hero** and **Wonder** cards together and set aside 8 random cards that will not be used in this game. All of the **Resource cards** are sorted and placed faceup beside the board to form a bank.

Each player chooses a **starting civilization** and its **player aid**, their **Hero cards**, a **Role card** if required, a set of colored wooden pieces, and then follows the basic setup for their civilization.

Take the following number of **building tokens**, sort them and place them beside the board.

	3 players	4 players	5 players	6 players
Caravan	18	23	28	33
City	8	10	12	14
Market	8	10	12	14
Temple	4	5	6	7

If there are less than 6 players, create neutral civilizations by placing 1 Influence marker, 1 Creature, 1 Legion and 1 Fortress in their capital province. Then place 1 Influence marker, 1 Legion and 1 Fortress in each adjacent province. For the most balanced play, remove Babylon with 4 players, and remove Rome and Egypt for 3 players.

GAME TURN

Players take their turns in order in each phase before proceeding to the next. Players holding the appropriate **Role cards** determine the order within each phase.

Director of Commerce Player with the most caravans and markets in their provinces.

High Priest Player with the most temples and markets in their provinces.

Political Leader Player with the most cities and temples in their provinces.

Military Leader Player with the most military units (legions, triremes and fortresses) deployed on the board.

If there is a tie, the current role card owner keeps the card. If 2 other players are tied, the current owner decides which inherits the role.

1. COMMERCE PHASE

a. Collect Revenues

For each City or Caravan marker under a player's influence or occupied by a player's Legion, the Director of Commerce gives that player their income as follows:

1 Tax card per city (2 if there is a Temple in the province)

1 Commodity card for each resource icon marked by a Caravan token (2 if there is a Market in the province)

If a player occupies a City with their Legion and wants the **Temple bonus**, the player must also occupy the Temple with a Legion. If a player occupies a Caravan with their Legion and wants the **Market bonus**, the player must also occupy the Market with Legion.

Buildings in the process of being converted produce revenue for their original owner until fully converted.

b. Trading Between Players

1. The Director of Commerce decides how many Resource cards must be offered for trade. He may ask for 0, but may not ask for more than he has in his hand.

2. Each player must choose that number of cards (taxes and commodities) from their hand and place them facedown in front of them; these are the offered **trade cards**. If a player does not have enough, they may not trade this turn.

3. All of the trade cards are turned faceup and trading begins.

The Director of Commerce chooses 1 offered trade card from any other player and places it facedown in front of him. The player whose card was taken then takes a card from another player. This continues until all of the cards have been taken.

Players may take cards from the player that took cards from them, but can never take a facedown card back. Only 2 trades in a row may be made between the same 2 players.

When the last card is taken and everyone has the same number of facedown cards, players take these cards in to their hands; then proceed to the next phase.

When the player from whom the last card was taken is one card short, the Director must choose a card from his hand or facedown cards, and give it to that player; then proceed to the next phase.

2. OFFERING TO THE GODS PHASE

The High Priest determines the turn order. When it is a player's turn, he *may* make an offering by spending a set of 3 cards to enlist the aid of a God of your choice.

The player then takes the appropriate God and places it faceup in front of himself, where it remains until the beginning of the next Offering phase, when all God cards are returned.

The player can activate the God's power at any time the card is held and faceup. The power is applied immediately and the card turned facedown.

3. CONSTRUCTION PHASE

The Political Leader determines the turn order. When it is a player's turn, he cashes in 1 or more sets of Resource cards to purchase Heroes, construct Buildings and Military units, and place Influence markers.

A set of Resource cards is composed of either:

Tax cards only, or;

Non-matching resource cards only.

Used sets, and Resource cards not used to make sets, must be discarded (returned to the bank) at the end of the phase.

A player is allowed to keep 2 Tax cards.

The **value** of a set is equal to the number of cards in it.

Construction Rules

Buildings and military units can *only* be constructed in a province where the player has an Influence marker.

Influence markers may only be placed in provinces adjacent to a province a player controls at the beginning of the turn, and is not under the influence of another player.

During the turn in which a player places an Influence marker in a province, nothing else may be constructed in that province.

Players may not build more than 1 city per site, 1 caravan per resource, or more than 1 temple, market or fortress per province.

Triremes may only be built on island provinces or in provinces adjacent to a sea space. They are moved to an adjacent sea space during the Military phase.

Players may not build in a province *At War* or under military occupation, unless it is their own Capital Province.

Advantages given by a Hero or Wonder are conferred immediately upon purchase.

Reductions granted by Heroes and Wonders are not cumulative.

4. MILITARY PHASE

The Military Leader determines the turn order. When it is a player's turn, he moves his units and resolves any combats.

All naval movement and combat is resolved, *then* all ground movement and combat is resolved. Movement and combat may be alternated, but all naval movement and combat must be resolved before ground movement and combat.

Movement

Naval Movement Move triremes to an adjacent sea space.

Naval Battles (optional) Naval battles are *not* required when moving triremes into an occupied space. If a player chooses to attack, he must do so before moving any Legions.

Legion Movement Move Legions and Creatures to an adjacent province through a shared border or chain of triremes.

Ground Battles (obligatory) Legions *must* fight when in a space occupied by opposing Legions or Fortresses.

Combat

All battles last a single round only.

Ground units (Legions, Creatures, and Fortresses) may only fight ground units; **naval units** (triremes) may only fight naval units.

Triremes not yet moved to sea cannot attack or be attacked.

If there are no opposing ground units, go straight to the rules for *only one invading player survives*.

Fortresses The Fortress 'rolls' an automatic 6. They cannot move, and must be destroyed by the invading army before the province can be sacked, occupied or converted.

Creatures All Creatures 'roll' an automatic 6. A player may not have more than 3 Creatures.

The attacker and defender simultaneously roll as many dice as they have legions in the province or triremes in the sea space. Add the dice together for each player and add any bonuses. The player's opponent must remove 1 unit for each 5 points of the total (the owning player chooses which units to lose).

A surviving attacker has 2 possibilities:

1. More than one player's Military units survive the battle(s):

If there are military ground units belonging to 2 or more players in a land province, the province is considered **At War**. The invading units remain there, and the units must continue to fight in subsequent Combat phases.

If a province is *At War* during the Commerce phase, the player in control of its Influence token may not build anything during the Construction phase.

Players in a province *At War* that had not yet moved when it was invaded may move Legions out of it when it is their turn to move. If there are triremes belonging to 2 or more players in a sea space, the space is not considered *At War*, and players may move into and out of, and transport Legions through the space freely.

2. Only one invading player survives:

The invader must choose to allocate the remaining invading legions in one of the following ways:

a. Sack the Province Destroy 1 building in the province (city, caravan, temple or market).

b. Occupy the Province A single Legion or Creature may be placed on each city or caravan to claim its income, and on each market or temple in order to double income gained by another Legion in that province.

c. Convert the Province A single Legion or Creature may be placed on top of an opponent's Influence marker. During the next Construction phase, the invader may replace the marker with their own (the cost must be paid as usual) according to the normal construction rules.

Until the Influence marker changes, the province and anything it produces remains in control of the player with the Influence marker in it.

The Influence marker in a player's capital city may *never* be converted, and a player may *always* build in their capital, even if the province is *At War*.

The Greek Blockade

If a player is attacking a province with a Greek Influence marker in it, and is using triremes to transport the invading ground units, he must first declare which units on which triremes are attempting to **break the Greek blockade**.

The Greek player *may* then use his own triremes to attack any of that opponent's **triremes transporting invading units**, in any sea space where this is taking place, and as long as he also has a trirème there.

If a trirème transporting an enemy unit is destroyed, the unit being transported is moved back to its starting place and may make another move.

If the Greek blockade is unsuccessful and the invading player maintains a chain of triremes to support the invasion, the invader may move his ground units normally.

WINNING THE GAME

When any player meets either of these 2 victory conditions, the game ends immediately:

- 1. A player has built The Pyramids.**
- 2. A player controls (has the cards for) a combined total of 4 Heroes and/or Wonders.** Civilization-specific hero counts.

For a longer, more strategic game, change the conditions to 5 heroes and/or wonders, and the pyramids cost to 13 cards.

ADVANCED SETUP

A player's Capital Province is setup as normal, then each player starts with 45 **Construction points** to spend on Influence markers, Buildings, Military Units, Creatures and/or their Hero (not General Heroes or Wonders). Costs are the same as the number of cards it takes to buy the item.

Randomly determine the player build order. In order, each player picks and places 9 points worth, until each player has built 5 times. Normal construction rules apply.

All items may be placed only in the Capital Province and those immediately adjacent. At least 1 Influence marker must be placed on a player's capital. Legions or Triremes must begin in the Capital Province.

The Greek player may settle in adjacent provinces along the Aegean Sea (Constantinopolis, Troas, Rhodus and Cnossus). The Atlantean player may settle on the western-most provinces of Europe and Africa.



GAME TURN

Take turns in order in each phase before proceeding to the next. If there is a tie for **Role cards**, the current card owner keeps it. If 2 other players are tied, the owner decides which gets the role.

1. COMMERCE PHASE

Director of Commerce (most caravans and markets).

a. Collect Revenues

For each City or Caravan marker under your influence or occupied by one of your Legions, take:

- 1 **Tax card per city** (2 if there is a Temple in the province)
- 1 **Commodity card for each resource icon marked by a Caravan** (2 if there is a Market in the province)

If you occupy a City with a Legion and want the **Temple bonus** you must also occupy the Temple with a Legion. If you occupy a Caravan with a Legion and want the **Market bonus** you must also occupy the Market with a Legion.

Buildings produce revenue for their original owner until fully converted.

b. Trading

Director decides how many Resource cards must be offered for trade. You *must* place that number of cards (taxes and commodities) face-down in front of you as your offered **trade cards**. All of the trade cards are then turned face-up and trading begins.

2. OFFERING TO THE GODS PHASE

High Priest (most temples and markets) determines turn order.

You *may* spend a set of **3 cards** to choose a God; and activate the God's power at any time the card is held and face-up. Apply the power immediately and the card turned face-down. At the beginning of the next Offering phase *all* God cards are returned.

3. CONSTRUCTION PHASE

Political Leader (most cities and temples) determines turn order.

Cash in card sets to buy heroes, buildings, military units, and place Influence markers. **A set of Resource cards** is either:

Tax cards *only*; or

Non-matching resource cards *only*.

Discard used sets and unused cards at the end of the phase. You *may* keep 2 Tax cards.

Influence Indicates control of province	3
City Produces 1 Tax	3
Caravan Produces 1 Commodity	3
Legion Land military unit	3
Trireme Sea military unit	3
Fortifications Stationery land military unit	3
Temple Doubles City income	6
Market Doubles Caravan income	6
Creature Civilization specific military unit	6
Heroes & Wonders Various effects	9
Pyramids Wins game	12

Influence markers may only be placed in provinces adjacent to a province you control at the beginning of the turn, and not under the influence of another player. During the turn in one is placed, nothing else may be constructed there.

Buildings and military units can *only* be constructed in a province where you have an Influence marker. **Turrets** may only be built on island provinces or in those adjacent to a sea space.

Maximum 1 city per site, 1 caravan per resource, 1 temple, market or fortress per province. You may not build in a province *At War* or under military occupation, unless it is your own Capital Province.

4. MILITARY PHASE

Military Leader (most military units) determines turn order.

Movement

Naval Movement Move triremes to an adjacent sea space.

Naval Battles *Not* required when moving into an occupied space. *then*

Legion Movement Move Legions and Creatures to an adjacent province through a shared border or chain of triremes.

Ground Battles Legions *must* fight when in a space occupied by opposing Legions or Fortresses.

Combat

Battles last a single round. **Ground units** (Legions, Creatures, and Fortresses) may only fight ground units; **naval units** (triremes) may only fight naval units; triremes not yet moved to sea cannot attack or be attacked. If there are no opposing ground units, you may **Sack**, **Occupy** or **Convert** the invaded province.

Fortress 'rolls' an automatic 6. Cannot move, and must be destroyed by the invaders before the province can be sacked, occupied or converted.

Creatures (max 3) 'roll' an automatic 6.

Both attacker and defender roll as many dice as they have legions in the province or triremes in the sea space, add them together and add bonuses. **The player's opponent must remove 1 unit for each 5 points of the total** (owner chooses).

1. **More than one player's military units survive:**

Province is considered *At War* and units must continue to fight in subsequent Combat phases.

2. **Only one invading player survives, choose one:**

Sack Destroy 1 building (city, caravan, temple or market).

Occupy May place 1 Legion/Creature on each city or caravan to claim its income, and on each market or temple in order to double income gained by another Legion in that province.

Convert Place 1 Legion/Creature on top of opponent's Influence marker. Replace with one of your own Influence markers next Construction phase (cost must be paid as usual).

Until the Influence marker changes, the province and anything it produces remains in control of the player owning the marker.

A player attacking a province with a Greek Influence marker in it, and using triremes to transport the invading ground units, must first declare which of the units try to *break the Greek blockade*.

WINNING THE GAME

When you meet either of these 2 victory conditions, the game ends immediately and you win:

1. **You Build The Pyramids.**
Your civilization-specific hero counts.
2. **You control a combined total of 4 Heroes and/or Wonders.**