

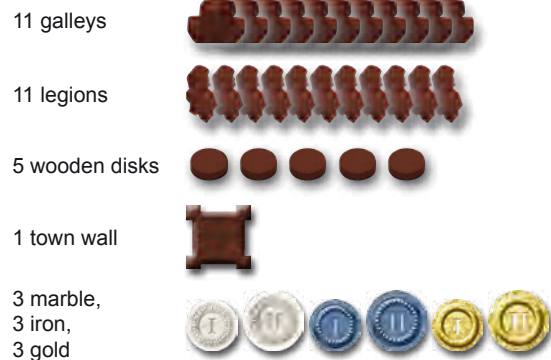
Game Set Up

This page shows the set up for the Carthaginians (brown). Setup for the Romans is the same.

Carthaginian game board setup

- The octagonal game stone is placed in the middle of the rondel.
- The 3 starting cities (square cities) show one of the three resource types: marble, iron and gold.
- One legion and one galley are placed in the recruitment box.
- One round wooden disk is put on the VP Track at zero.

Carthaginian Personal Supply



Bank Supply



VP Track

The number of personages is recorded on the VP Track. Every time a number connected with the symbol of a town wall is reached or passed, the nation receives an additional town wall into its personal supply.

Recruitment Box

Recruited legions and galleys are placed in the Recruitment Box. Any defeated legions and galleys return to the recruitment box.

Recruiting a legion costs 1 gold and a galley costs 2 gold. Arming legions or galleys (adding them to a city on the board) costs 2 iron per unit.

Rondel

Nations choose their action for their turn on the rondel. Their game stones move around the rondel in clockwise manner. The first action can be freely chosen on the rondel by placing the game stone on the selected field. On every subsequent turn, a nation can choose any of the next 3 fields for free. Additional advancement costs 1 resource (marble, iron, or gold) per additional field moved.

City

New cities can be founded in regions with a city symbol. A new city has a base cost of 1 marble + 1 iron + 1 gold. In addition it costs 1 coin per adjacent city which produces the same resource no matter who owns the cities. Nations may decide which resource their new cities produce.

Regions without cities

No cities can be founded if there is no city symbol.

Start Player

The start player is chosen randomly and the other player receives 1 coin as compensation.

Science chart

The cost for each Know-how is depicted above the chart. The higher price is for the first nation which develops that Know-How.

Game end

The nation that reaches 9 personages wins the game.



Brown pays



Effects of Know-Hows:

- **STRATA** (Streets): Legions may move up to 2 regions.
- **NAVIGATIO** (Navigation): Galleys may move up to 2 regions.
- **MONETA** (Currency): 1 extra resource chip on the produced total.
- **RES PUBLICA** (Republic): The defense strength of all your cities is increased by 1.
- **COMMERCIIUM** (Trade): Resource chips may be traded with the bank at a 3:2 ratio.

SCIENTIA (Know-How): Pay gold to develop Know-Hows and/or recruit military units.

Know-Hows: The price is depicted above the science chart on the board. The higher price is paid by the first nation to develop it and who also takes a scholar.

Recruitment: Recruit legions for 1 gold each, galleys for 2 gold each. They are put into the recruitment box.



Rome receives a total of:



FERRUM (Iron): Receive 1 iron per own iron city (3 iron per iron city with temple), and in addition 1 coin.

At **MARMOR** and **AURUM** produce marble and gold in the same manner.

TEMPLUM (Temple):

Build temples for 6 marble each and/or town walls for 1 marble each. For temples pay 1 coin extra per adjacent temple.



2 cities build a town wall and 1 city builds a temple. Total costs are 8 marble.



Quick Intro

This page explains the basic rules.

Set up and elements on the board are described above.

Most rules can be found on these pages, however it is recommended to read the complete game rules first.

Have fun playing Antike Duellum!

Goal of the game:

Two nations struggle for the favor of ancient personages. The nation who reaches 9 personages first wins the game. The conditions are shown on the cards.



Event cards:

Choose 1 out of the 3 open cards if your opponent takes a personage card (1 per personage) and/or conquers 1 or more cities (1 per turn).



MILITIA

(Arming): Pay 2 iron per military unit taken from the recruitment box and added to one of your cities. Add max. 1 per city (3 per city with temple).

DUELLUM (Maneuver):

1. Movement: Each military unit may move to an adjacent region. Legions cross red borders, galleys cross blue borders. Battle: Legion cancels out legion 1:1, galley cancels out galley 1:1.

2. Conquest: Defense strength of a city is 1 (3 with temple), + 1 town wall + 1 RES PUBLICA + 1 per defending legion and galley. Conqueror loses as many units as the defense strength of the city. Defeated nation loses all units in the region.

All military units lost in a conquest (or battle) return to their recruitment box.



movement possibilities



Brown pays



move



conquer

