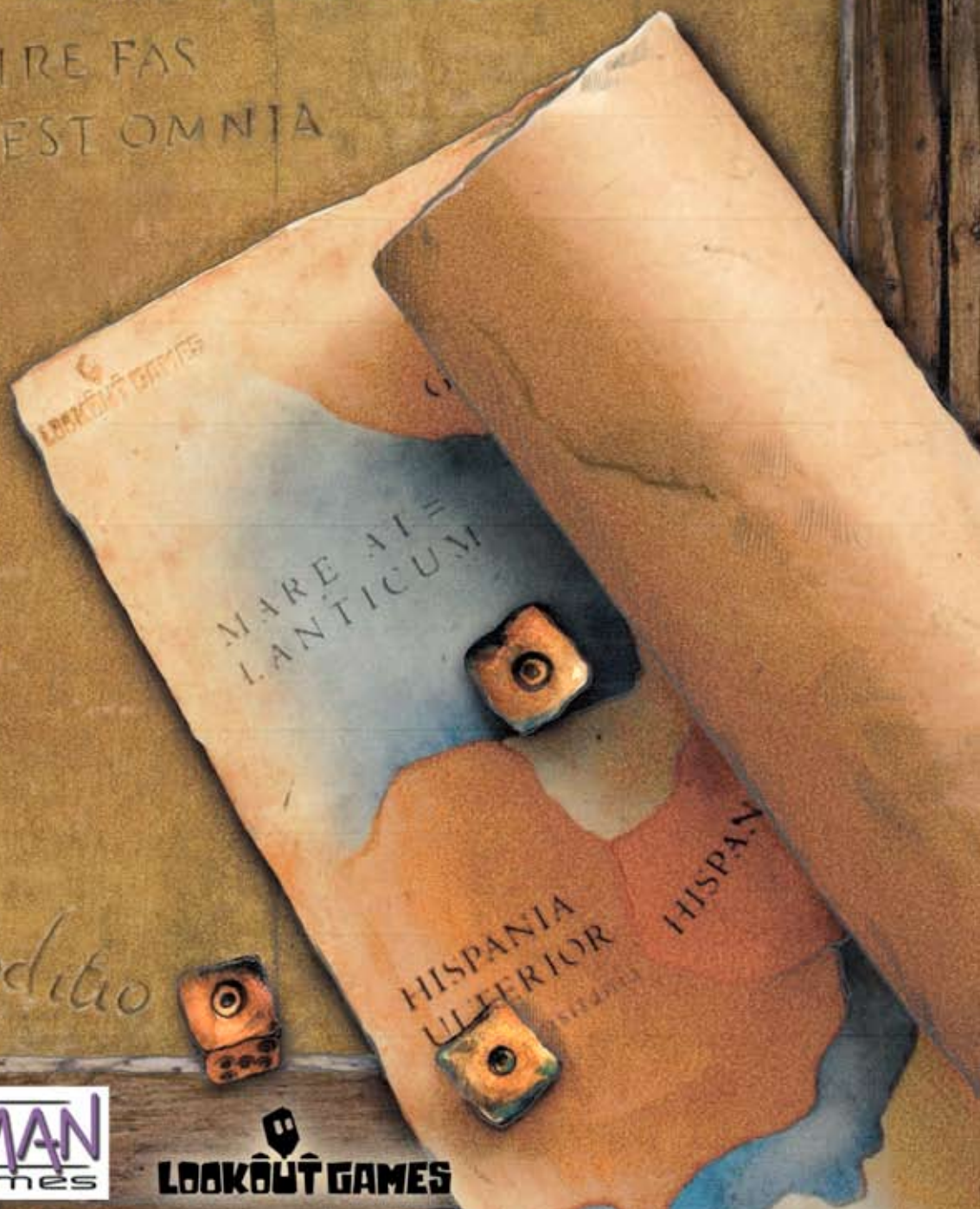


THE END OF THE TRIUMVIRATE

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GAME COMPONENTS

Common components:

1 rulebook, 1 Game board, 60 brown Legion cubes, 11 yellow Citizens, 15 gold pieces, 6 Civil Servants, 1 Calendar Stone, 1 Compensation Card I (front) and II (back), 1 Escape Card, 3 Consul cards, 1 black Battle Bag.

For each player (red, blue, black):

1 player board, 1 Character piece, 2 Competence counters and 8 Weapons (both represented by wooden cubes), 9 Governors





THE END OF THE TRIUMVIRATE

INTRODUCTION

It is the year 56 B.C. The Roman Republic is torn by civil war. The historical three-man council, the first Triumvirate between Caesar, Pompeius and Crassus could not be renewed at the conference at Luca, and a bitter struggle broke out between the three rivals.¹

Now they are trying to eliminate one another. To gain supremacy over all the empire, they draw supplies from their provinces, move about with their Legions, and try to persuade the Senate and people of Rome to lend support to their claims.

But in order to gain power, they also have to exhibit skill in politics as well as in military strategy – or preferably both!

Different paths lead to the ultimate goal, the individual ascendancy. Because even when there is an occasional pragmatic cooperation to cut a particularly successful rival down to size, in the end, only one can win.

May Jupiter smile on you!

In this game you take on the role of a Roman general and politician, here called a "Character": Caesar (red), Pompeius (blue), or Crassus (black).

There are three ways to win the game:

- Either by being elected to Consul by the people of Rome twice ("political victory").
- By conquering a number of provinces ("military victory").
- By achieving competence both in military and political matters ("competence victory").

The game is played over several "years", at the end of each of which a Consul is elected – so after a maximum of four years, the game is over at the latest. In this way, time can be on the side of the political strategist, while a player who relies on the power of his Legions often presses for quick decisions, and a competence victory is only achievable through far-sighted investment.

¹(At this point, the game diverges from history – the three were able to reestablish their agreement at Luca, see also "Historical background").



Starting set-up for the game with three Characters

Legend

-  *Character piece*
-  *Governor*
-  *Competence counter*
-  *Citizen*
-  *Civil servant*
-  *Calendar Stone*
-  *Legion*

BRIEF OVERVIEW

Game Setup

At the beginning of the game, each of the three players controls 5 provinces of the Roman Republic, in which his Governors are located.

There are three different types of provinces, which you can recognize from their background colors; political



(yellow), military (brown), and competence (reddish). In every province 2 Legions stand ready for use by their owner, and in one of each Character's provinces there is

a Civil Servant present who supports the production of supplies in that province.

Every player is represented by a Character Piece (their wooden plank), which is also placed in a specific province at the beginning of the game.

In the Forum (the top right circle on the board) each player starts with 2 Citizens. These are placed in his section of the Forum. All remaining Citizens are placed in the "Alii" ('the other') section or what can be called the neutral section. Also, each player places 2 cubes of their color in the Battle Bag. These will be referred to as Weapons as they represent Weapon technology and battlefield experience and tactics.

At the bottom left section of the board is the competence track. Each player places 2 cubes of their color on the "I" space of the competence tracks, one in the political and one in the military.



All markers and pieces are distributed on the board just as shown on page 4. It is especially

important that the position of the Governors (within the Supply box or outside of it) is correct! Be sure to place the Governors on the "B" tiles as well.

Each player now takes their remaining 6 Weapons and 4 Governor pieces and puts them as his reinforcements in front of him. Over the course of the game, money earned (but not yet spent) should also be placed here. Now Caesar starts with his turn.

This is the starting set-up for the game with three players (default setting). The set-up for the game with two players can be found on page 11.

Game Play:

Over the course of the game (which is played over several "years") the players always play in turn with the same order: Caesar starts the game, followed by Pompeius, then Crassus, and then the cycle starts again with Caesar's turn. This order never changes. The players are usually not active during their rivals' turns – so

there will be time to contemplate the next turn.

A player's turn consists of three phases:

During the Supply Phase (I) a player's provinces produce supplies (either Gold and/or Legions). In addition, he receives Supplies from Rome: also Gold and/or Legions.

During the Movement Phase (II) he moves his Character over land and sea to collect Gold, to relocate his Legions throughout his own provinces, or possibly to invade the provinces of their opponents in order to conquer them.

The final Action Phase (III) can be used to perform a number of actions, such as Persuading Citizens in the forum, to produce Weapons, or to increase his military and/or political competences.

A player's turn ends by moving the Calendar Stone (TEMPUS FUGIT) one step down the track towards Elegio. If Elegio is reached in this way, regular game play is briefly stopped while a new Consul is elected.

After this election the Calendar Stone is again placed on the VIII (three players)/VII (two players), three Citizens are removed from the forum section of the just elected Consul, and the game resumes.

The Game can be won in three different ways, and immediately ends when one of the following conditions is achieved:

- a) **Political victory:** A player who was a Consul once manages to either assemble 6 Citizens in his Forum section or to become Consul for a second time.
- b) **Military victory:** A player conquers his 9th province.
- c) **Competence victory:** A player reaches the value "VII" in both competences.



THE THREE PHASES: DETAILS

Each player's turn consists of three phases which are followed through in the following order:

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

I. Supplies

At the beginning of his turn, the active player receives supplies:

1. The active player² (the one whose turn it just became; at the beginning of the game, this is Caesar) changes the position of all Governors in his provinces: Every single one is moved either out of the Supply box (if it was standing within) or onto the Supply box (if it was standing without).
EXCEPTION: In provinces with a Civil Servant the Governor is not moved but stays put on the Civil Servant ("B" Tile). In this case Supply box remains empty and visible.
2. In all provinces where the Supply box is now empty and visible (because the Governor is standing outside), the active player receives Supplies. Depending on the type of province (as shown by background colors and the icons within the Sup-

ply box) this will be 2 Gold (political province), 2 Legions (military province), or 1 Gold and 1 Legion (competence province), which are all placed in the producing province. So normally each province will produce supplies every second turn of its owner.

If the Character is located in a Competence or Political Province while it is producing Supplies, the Gold from that province is put directly with the Character's reinforcements (with the unused Governors and Weapons).

3. In addition, the Character receives Supply from Rome – he can choose to receive 2 Gold, 2 Legions, or 1 Gold and 1 Legion. These supplies can be placed in any province, together or separately.

The amount of gold and legions is limited: if there is none of either or both in Supply then you can't receive that item. The Character can decide which Supply to receive and which not. Be careful!

Also, there is a limit on Legions in a province (there is no limit for gold). At the end of each Character's turn the number of Legions in each province is reduced to no more than 6, and each Legion beyond 6 will be removed. So, in case there are now 8 Legions sitting in Illyricum, it is high time to go and use them.



II: Movement

To pick up Gold, to relocate Legions, or to conquer other Characters' provinces a Character may move:

Movement only takes place through the Character piece. Legions and Civil Servants can be taken along, but cannot move on their own. The active Character may use up to 4 Movement Points during his turn. Each movement of a character on an adjacent area costs 1 Movement Point, irrespective of the owner of that province.

Areas count as adjacent if they have a common border or are connected by an arrow. This is the case for Italia and Sicilia, Sicilia and Africa, Asia and Macedonia, as well as Syria and Aegyptus. Sea Areas can be crossed. Each Sea Area also cost 1 Movement Point. A move may not end on a Sea Area.

Legions can be taken along without additional costs.

EXCEPTION: If the Character Plank moves across one or two Sea Areas without taking Legions along, it costs him 1 Movement point less than the number of Areas he is entering (and for which he would otherwise pay 1 Movement point each).

For example, if a Character was to leave Africa Nova without Legions, cross both Mare Mediterraneum spaces and land in Asia then the movement cost would be 2. If the Character (sans Legions) was only going to go to Italy, from Africa Nova, over one of the Mare Mediterraneum spaces then it would cost one movement point.

Civil Servants can always be taken along for free. Upon entering a province, a player may decide to place a Civil Servant that he has brought with him in that location. If placed, the local Governor is immediately placed on top of the Civil Servant. The Supply box becomes vacant, so that in the next turn it would provide Supply. However, Civil Servants do not have to be placed – in theory, a Character could move about with any number of Civil Servants tagging along.

If there happens to be Gold in a Province entered by a Character, he immediately picks it up and puts it with his reinforcements.

One can only enter an enemy province – and thus attack – if the Character is accompanied at least by 1 Legion.

In a given turn, several attacks are allowed, if the Character has sufficient movement points.

In an attack, the following 5 steps are followed:

- 1. Draw Weapons:** Up to 3 Weapon cubes are blindly taken out of the Battle Bag. If either the Attacker or the Defender has less than 3 Legions when engaged fewer Weapons are drawn. The number of Weapons drawn corresponds to the lowest number of Legions on either side. So, if the defender only has 2 Legions in his province, only 2 Weapons will be drawn, even if the Attacker has 4.
- 2. Weapons' Effects:** For each 1 Weapon drawn of the Attacker's color, 1 defending Legion is eliminated. For each 1 Weapon drawn in the Defender's colors 1 attacking Legion is eliminated. Weapons of the third color are neutral and have no effect. They are put back in the Battle Bag, and no replacement is drawn. Weapons that have been used to eliminate Legions are returned to the players and put with their other reinforcements.
- 3. Character Protection:** When a player defends a province containing his Character Piece, he now eliminates 2 attacking Legions. If there aren't 2 attacking Legions left, he will eliminate less.
- 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.

² The consequent usage of male pronouns relates to the fact that Caesar, Pompeius, and Crassus were all male.

5. Result of the Battle: If there are attacking Legions left at this point, the province has been conquered. If not, even if all defending Legions have also been eliminated, the attack has failed.

The possible results of the battle are as follow:

The attack has failed:

The attacking character moves his Character Piece (and any accompanying Civil Servants) back into the province from which the attack originated. This will cost no additional movement points.

The province has been conquered:

The attacker replaces the former Governor with one of his own color while the Governor's position (in regard to supplies) remains the same.

The player that has lost the province receives the Compensation Card I and executes it, i.e., puts a Weapon of his own color into the Battle Bag.

If he already holds the Compensation Card I he receives instead the Compensation Card II and executes it instead. For that he simply flips over the Compensation Card I, where the Compensation Card II is depicted. He may now increase one of his competences by 1 step.

If he already holds the Compensation Card II he receives Compensation Card II again and executes it.

If there is a Civil Servant in the province, it remains in the province and comes under the control of the conqueror. The defending player, who has in this way lost the Civil Servant, may as an additional compensation put 1 Weapon into the Battle Bag. If, however, a player has no Weapons left in their reinforcements since they are already all in the Battle Bag, he will not receive any additional compensation.

Escape:

In case the defending character was in the province just conquered, he has to flee. He receives the Escape Card and executes it, that is, he moves into one of his provinces without having to spend a movement point. He loses 1 step in each competence in which he was 'leading'. What this means exactly will be explained under "III: Actions".

The effects of the Escape card happen before the effects of the appropriate Compensation Card.

A player who has only one province left may not be attacked. A Character may always use up his Movement Points irrespective of success or failure of battles. Therefore, up to four attacks are possible in one turn.

Pompeius moves with four legions and one Civil Servant over sea first to Macedonia (to maybe pick up another legion). This takes 3 movement points. Then he invades Caesar's Achaea with his fourth movement point.



III: Actions

The active Character may execute up to three actions. In any given turn, the 1st action will cost 1 Gold, the 2nd action 2 additional Gold, and the 3rd action 3 Gold. So to actually take three actions would cost 6 Gold. It is not allowed to take more than three actions. The type of province the Character is in determines what sorts of actions he can take.

The Gold has to come from his reinforcements, he can't use Gold that's still unclaimed in a province.

Action options in a political province:

- a) The Character improves his political competence. He moves his competence marker on the yellow track up 1 step.
- b) The Character persuades Citizens in the Forum. He moves one Citizen from the unaligned section ("Alii") into his section. Instead, he may also move a Citizen out of another player's section into the neutral section. The action "Persuade Citizen" costs an additional 2 Gold if the Character is not "leading" * in political competence.

Action options in a military province:

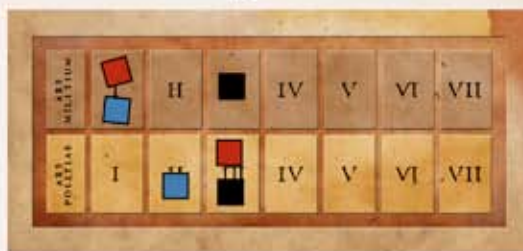
- a) The Character improves his military competence. He moves his competence marker on the brown track up 1 step.
- b) The Character produces Weapons. He puts 2 Weapons of his color into the Battle Bag. The action "Produce Weapons" costs an additional 2 Gold if the character is not "leading" in military competence.

Action options in a competence province:

- a) The Character improves his political competence. He moves his competence marker on the yellow track up 1 step.
- b) The Character improves his military competence. He moves his competence marker on the brown track up 1 step.

* "Leading" means that the competence marker of the Character is highest up on the respective competence track relative to the other characters. It is possible for two Characters to lead together, as long as at least one Character is lower down on the track. Therefore, at the beginning of the game, with all competence markers at I, nobody is "leading" in any competence. If you're at VII, you're always leading.

Actions and the competence tracks



This example describes some of the Characters' options given the competence track on the left.

In this example, Caesar and Crassus lead together in political competence, and Crassus is leading all by himself in military competence.

Say Caesar is in a competence province. He could for 1 Gold (1st action) increase his political competence and lead alone. If he also increased his military competence by just 1, he wouldn't have any immediate benefit. To move up to Crassus and lead jointly with him, he would have to spend at least 5 additional Gold (for the 2nd and 3rd actions). For the costs of increasing the competences it is not relevant whether the Character is leading.

Pompeius is in a military province, and unfortunately only has 3 Gold. With his 1st action he could spend 1 Gold and increase his military competence by 1 step to II, and for his remaining two Gold increase it to III for his 2nd action. But if he needs to put Weapons into the Battle Bag, he could as his 1st action put 2 Weapons directly into the Battle Bag for a total of 3 Gold and not take any other actions (1 Gold for the 1st action, with 2 additional Gold because he is not leading in military competence.)

Crassus is in a political province. He has accumulated a lot of money, and since he is leading in political competence, he can simply use his 6 Gold for the 1st, 2nd and 3rd actions and persuade three Citizens to support him in the Forum (no additional costs since he is leading in political competence).

When the Character has performed up to three actions, he moves the Calendar Stone 1 step down the track towards ELEGIO.

Moving this piece indicates to the other players that his turn has ended. If ELEGIO is reached this way, a new Consul is elected. If ELEGIO has not yet been reached, it is the next Character's turn.

Legion Capacity

If at the end of one player's turn, more than 6 Legions are sitting in any province, their number is reduced to 6 and the others are returned to that player's reinforcement area.

ELEGIO - THE ELECTION OF THE CONSUL

The Player who now has the highest number of yellow Citizens in his section of the Forum, is elected Consul. In case of a tie, the tied player who least recently had a turn wins the tie, and becomes Consul.

Forum



Pompeius gets a new Citizen. Now he has as many Citizens as Crassus, but as Crassus' last turn dates back longer, Crassus is elected Consul.

If the newly elected Consul had previously been Consul in an earlier year, the player immediately achieves the political victory. (See below, Ending the Game)

If he was elected for the first time, he receives a Consul Card as well as a new Civil Servant from the surplus which he may deposit in any of his own provinces (as if he had placed it there during his movement phase). Thus, there is now an additional Civil Servant in play.

The new Consul gives a short speech to herald the new year. Then, three of the yellow Citizens in his section of the forum are returned to the neutral section. If, over the course of the game, a player that has already been a Consul once ever manages to assemble 6 Citizens

in his section, then he wins the game, regardless of whether other players also were elected to Consul as well.

Finally, the active player moves the Calendar Stone back to its starting position indicating that a new year has begun. For 3 characters, this is VIII, for 2 characters the VII. With this, a new year begins and the next Character takes his turn.

ENDING THE GAME

A Character wins the game if he achieves one of the following victory conditions:

- a) **Political Victory:** A Player is elected to Consul for the 2nd time, or he already holds a Consul Card and 6 Citizens are in his Section in the Forum.
- b) **Military Victory:** A Player owns 9 provinces (and has used up all his Governors).
- c) **Competence Victory:** If a Character reaches "VII" in both competences.

FREQUENTLY ASKED QUESTIONS

Q) What happens if all characters are at level "VII" in the competences?

A) They are all "leading".

Q) What happens if I lose my third (or fourth etc.) province in a row?

A) A player who owns "Compensation II" and loses another province, receives "Compensation II" again.

Q) What happens first: Escape or Compensation?

A) After a successful attack the "Escape" of the defending character takes place before the "Compensation (I or II)". This may be important for the competences.



■ Legions ✕ not in play

PLAYING THE GAME WITH 2 PLAYERS: Set-up and Special Rules

The game is played basically like a game with three players, except for a few changes.

Caesar (red) begins the game with 5 and Pompeius (blue) with 6 provinces (see diagram map), and play in alternating turns.

Each year ends after only 7 turns, so Calendar Stone is put on the VII at the beginning and after each year.

The Character Crassus and the four provinces Asia, Syria, Aegyptus and Cyrenaica are not used.

15 Legions and 3 Gold are removed from the game, reducing the pool available to the players.

In the Forum there are only 9 Citizens, initially 2 are placed in each of Caesar's and Pompeius' sections and 5 in the Alii.

Put 2 Weapons belonging to each Character, Caesar and Pompeius, into the Battle Bag, as well as 2 Weapons in Crassus' color, which count as neutral if they are drawn and are promptly returned to the Battle Bag.

HISTORICAL BACKGROUND

In “End of the Triumvirate”, as in other historical games, you have the chance to change the course of history.

The Setting – The first century B.C.

In the middle of the 1st century B.C., when the events of the game took place, the Roman Republic was shaped by uproar and changes. The victory over Carthage in the 2nd century BC finally made Rome the hegemony of the Mediterranean region, while social conflicts threatened the cohesion of Roman society from within: The patricians, noblemen and wealthy citizens, profited from Rome’s ascendance to a world power, while the Plebs – the mass of the people – still had to live under poor conditions, even though their service as legionnaires were an important factor for Rome’s military supremacy on the battlefield.

The Gracchi – two aristocratic brothers engaging themselves for the Plebs – tried to overcome this discrepancy by political reforms. They used the office of the people’s tribune and the “veto” to represent the Pleb’s interests.

The murder of both brothers demonstrated the Republic’s inability to solve these problems. That led to a further polarization of society and finally to civil war: The Optimats (aristocrats, promoting a strong aristocratic senate) and the Populares (representatives of the Plebs, promotion of people’s institutions) formed two rivaling “parties” of Roman society. These “parties” were the basis for the civil war between Marius (Popular) and Sulla (Optimat) at the beginning of the 1st century B.C.

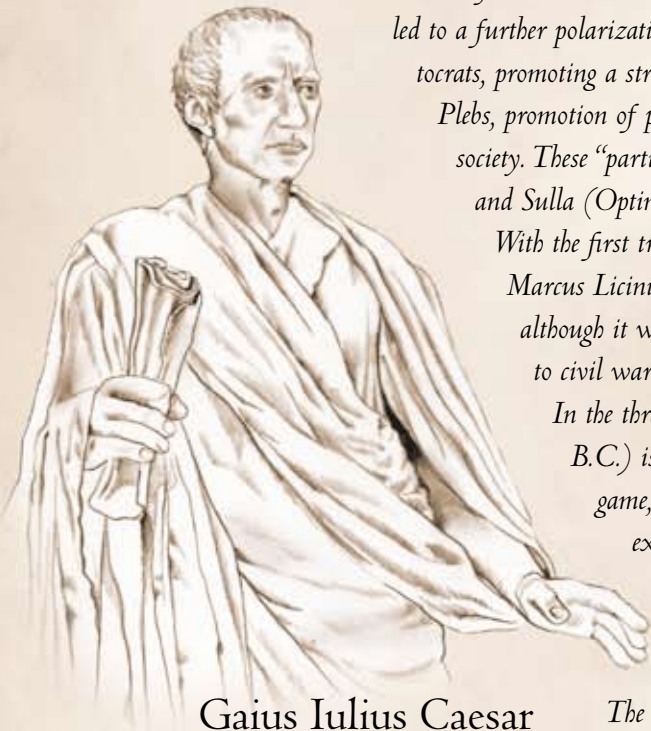
With the first triumvirate between Gaius Iulius Caesar, Pompey Magnus and Marcus Licinius Crassus an unusual stabilization of Roman politics began, although it was not based on a legal foundation. It’s failure consequently led to civil war for autarchy.

In the three-player-scenario the failure of the Conference of Luca (56 B.C.) is chosen as the end of the triumvirate and as beginning of the game, even if historically not correct; the conference succeeded in extending the triumvirate. But a few years later, after Crassus had already died during a campaign against the Parthians in Asia Minor, the latent conflict between Caesar and Pompeius finally broke out.

The struggle between Caesar and the Senate on the demobilization of his legionnaires led to the decision of the Senate to give Pompeius a mandate to defend the Republic against Caesar (49 B.C.). Caesar reacted by crossing the Rubicon (border river to Roman territory that mustn’t be crossed with troops) and with his legendary quote: “Alea iactae sunt” (“The dice have fallen”). This is the basic situation for the two-player-scenario.

Gaius Iulius Caesar (100 - 44 B.C.)

Caesar descended from the aristocratic house of Julia. After the death of the dictator Sulla, Caesar started his political career, having already officiated some military positions. His political skills were his great strength in the triumvirate.



Electoral campaigning and becoming Consul

The office of Consul, which was held by two equitable Consuls for one year (principles of annuity and collegiality) was the highest political office in the Roman Republic. It had military (Consul as commander-in-chief), political (the Consul's legislative initiative) and religious (cultic) components and was therefore very powerful.

Hence the election to Consul by the Roman citizens was an attractive aim for ambitious Romans. The Forum Romanum, as the central place, was an important political arena for the candidates. This is visualized in the game by the citizens cheering for their candidate in a special area. At the end of a year the player with the highest acceptance is elected to become the new Consul at the "Elegio" ("election"). The concrete actions of the Consul, the fact that it should be two people and the political institutions, e.g. the Senate, aren't part of the game for reasons of complexity. Nevertheless the election to Consul demonstrates great political power of a character and a second election, which was normally only possible after ten years, is a sign of political supremacy – the Political victory.

Conquering provinces and reaching military hegemony

As the administrative units of the Roman Empire, the provinces were an important basis of power. Controlled by a governor, often a former Consul or another high official, the exploitation of the province could bring both military and financial benefits: deploying legionnaires as well as levying taxes. Therefore, the control of as many provinces as possible was an important goal in the struggle with rivals, because it was the only way to secure the continuity of military and financial supplies.

Additionally, an effective administration was a great benefit in the fight against corruption, which is shown in the game by the Civil Servants doubling the frequency of supplies.

The provinces themselves were very different, being populated by different peoples and reaching various levels of society, and therefore provide different types of supplies as well as allowing different actions for players to take.

The fight over control in the provinces only takes place on a military level (battles) in the game, while in history, political factors, such as the filling of governor positions, played an important role. The control of a great number of provinces shows military dominance of the player – his Military Victory.

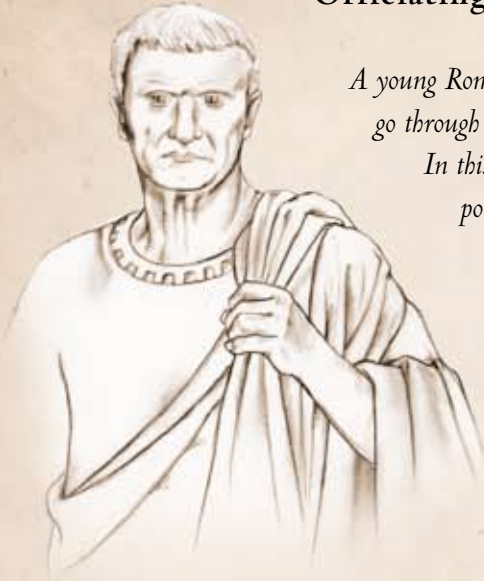


Gnaeus Pompeius Magnus
(106 - 48 B.C.)

Pompey, whose father had been consul in 89 B.C., was on Sulla's side in the civil war between Sulla and Marius.

Pompey was most brilliant as a military leader, while his political influence was lacking. This should be changed by his participation in the triumvirate.

Officiating and persuading by competence



A young Roman aristocrat who aspired to achieve prestige, money and power first had to go through a relatively fixed career of different offices before he could become Consul.

In this career he should acquire important competences in both the military and political field. In contradiction to today's civil societies, there was no clear division between military and politics, and in fact they were closely connected.

This connection is also shown in the office of Consul, who had political functions, e.g. the initiation of new laws in the Senate, and was military leader at the same time. The characters in the game act, as real Romans, both on the political and the military level. In both areas they have the possibility to improve their skills, which is shown by the Political and the Military Competence. In so called Competence Provinces they have the possibility to improve both skills, which could be explained by officiating over different offices. Reaching balanced and extraordinary competences is one possibility to win the game — the Competence victory.

**Marcus Licinius
Crassus**
(115 - 53 B.C.)

Crassus enriched himself from the consequences of the civil war and the political cleansings at the time of Sulla. He succeeded in steadily enlarging his assets, becoming very wealthy. However his political and military ambitions weren't fulfilled, thus his alliance with Caesar and Pompey offered him a new chance.

Credits

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Check out our multi-lingual website:

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