

SUCCESSORS

The Battles for Alexander's Empire

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RULES OF PLAY

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1. INTRODUCTION

When Alexander the Great died in 323 BC, he left no clear heir to the immense empire he had conquered. It was not long after his death that the Macedonian generals began to war among themselves over who would be the regent or successor to Alexander’s empire. By 305 BC they had given up on that endeavor and began to carve out their own kingdoms. SUCCESSORS is a four-player game based on those wars. Each player controls a faction of two or more generals and attempts to win the game through legitimacy or conquest.

2. GAME COMPONENTS

2.1 Inventory

A complete game of SUCCESSORS contains:

- 1 Map board
- 3 sheets of counters
- 13 plastic stands
- 1 player aid card
- 64 playing cards
- This rules booklet
- 2 six-sided dice

2.2 Combat Units (CUs)



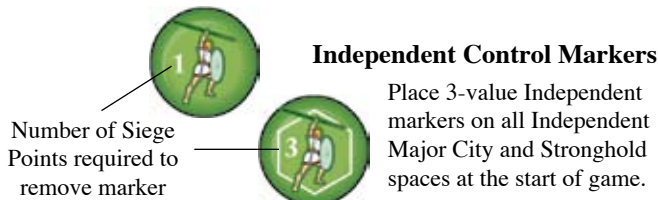
Two Loyal Macedonian CUs Two Royal Army* CUs Two Mercenary CUs Two Elephant CUs

* Royal Army Macedonians are dedicated to the rightful heir of Alexander and will not fight against a general who has more Legitimacy than their own commander.

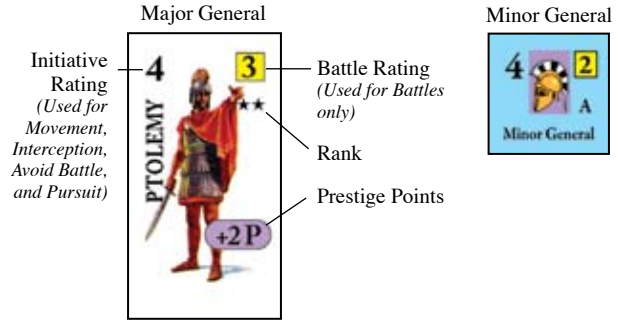
Combat units of the same type can be used to make “change” for larger combat units (and vice-versa) at any time during play. The number of CUs supplied with this game is not an intentional limit. If you find you have run out of a particular type, you may introduce a proxy counter.

2.4 Control Markers

Control markers are used to determine control of spaces. A player controls a space if he has a control marker in it. **A player controls a province if he controls the majority of its spaces (ignore Transit Points) and controls the major city in the province (if it has one).** The green control markers are Independent control markers.

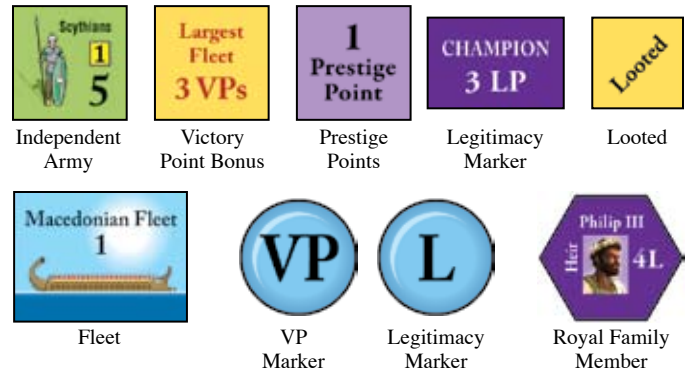


2.5 Generals



Each player starts with two major and four minor generals.

2.6 Other Markers



2.7 The Map Board

PROVINCES: The map board is divided into provinces. Each province is named and has a victory point value.

SPACES: There are four types of spaces on the map:

- Minor Cities
- Major Cities
- Independent Strongholds
- Transit Points

PATHS: The playing pieces move from space to space along paths and must always end their move in a space (i.e., they cannot end their move on a path). There are four types of paths:

- Land
- Mountain or Strait
- Sea
- Trans-Mediterranean

RECORD TRACK: Players should keep track of the number of Victory and Legitimacy Points they currently have on this track. Players should make any necessary adjustments as they occur during the course of the game.

THE DISPERSED BOX: This box is for placement of units that have been dispersed (rule 12.8). During the next Reinforcement Phase, all units in the Dispersed Box are available again.

Dice: Two 6-sided dice are required on the Battle and Unrest Tables. All other tables and rolls require only 1 die.

2.6 Glossary

All capitalized game terms used in the rules are explained in the Glossary.

3. SEQUENCE OF PLAY

3.1 Turn Order Phase

The player who currently has the least number of Victory Points (resolve ties with a die roll) decides which player will go first, with play proceeding clockwise around the table. This order of play remains throughout the turn and is called the Turn Order.

3.2 Label the Usurper Phase

The player with the most victory points is designated the Usurper. See 4.0 for full details.

3.3 Reinforcement Phase

(Skip this phase on Game Turn 1). Each player receives his reinforcements (rule 5.0), and in Turn Order places them on the map.

3.4 Shuffle and Deal Tyche Cards

Each Game Turn the Tyche deck is reshuffled and all players are dealt five cards. Those cards that are played as an event which state “Remove From Play” are not reshuffled back into the deck.

3.5 The Strategy Phase

The strategy phase is composed of rounds. Each round consists of each player (in Turn Order) performing the following actions:

THE SEQUENCE OF ONE ROUND:

1. SURRENDER SEGMENT: Player 1 conducts his Surrender Segment (rule 6.0).
2. TYCHE SEGMENT: Player 1 *must* play one non-surprise Tyche card (rule 7.0).
3. MOVEMENT SEGMENT: Player 1 may either move (rule 9.0) or raise one mercenary CU (rule 9.13).
4. FORAGE SEGMENT: Player 1 checks the stacking in each of his Armies and removes one CU in each stack that exceeds the Forage Limit of the space (rule 9.1).

Player 2 now repeats steps 1 through 4, followed by the remaining players in Turn Order. After the last player is done, a new round begins. After five rounds have been played, the strategy phase ends.

3.6 Isolation Phase

All players (in Turn Order) remove all their control markers that are isolated (see rule 19.0).

3.7 End of Turn

If this is the last Game Turn, count victory points to determine who has won. If this is not the last turn, shift the turn marker one space to the right and begin a new turn.

Glossary

Adjacent: Two spaces are “Adjacent” if they are connected by a Land, Mountain or Strait path. Two provinces are Adjacent if they share the same border and are connected by a Land or Mountain or Strait Path.

Africa: consists of the spaces in Cyrene, Libya and Egypt.

Army: One or more CUs stacked with a general.

Asia: consists of all non-island spaces to the east of, and including, the province of Hellespontine, with the exception of all spaces in Africa.

Besieged: A major city is considered “Besieged” if you end your move with one or more CUs on top of the major city. However, you may not use the Siege Table unless you have at least 3 CUs.

CU: Combat Unit.

Dispersed Box: Where generals and CUs go that must be removed from the map but are not eliminated.

Enemy: Any Army, general, CU or control marker that is **Independent** or controlled by another player.

Enemy Controlled Space: A space containing another player’s control marker. An Independent control marker **is** considered “Enemy”.

Europe: Greece, Macedon, Thrace, Dardani, Triballi, Epirus.

Faction: All cards, generals, CUs, control markers, and other markers belonging to a single player.

Force: An Army, general, or stack of generals and/or royal family members.

Friendly Controlled Space: A space containing one of your own control markers.

Heirs: Philip III, Heracles, and Alexander IV.

Independent Stronghold: The hexagonal shaped spaces on the map. These require 3 siege points to take.

Interception: Limited movement to join battle by a non-phasing player’s Army (rule 10). See also naval Interceptions (13.4).

Local Troop Points: Troop points earned for control of the battle space or the province (12.2).

LPs: Legitimacy Points (17.0).

Neutral Space: A space that contains no control markers **or** CUs. This includes Transit Points.

Player Turn: The aggregate of the Surrender, Tyche, Movement, and Forage Segments for one player.

Port: Any space accessible by one or more sea paths.

Royal Family Marker: Any of the seven purple hexagonal-shaped pieces.

Sacred Ground: The space containing Alexander’s body or Tomb. Worth 4 Prestige Points to the defender (17.6).

Turn Order: The order in which players take turns doing their move. The Turn Order is established at the start of the turn by the player with the fewest Victory Points.

Usurper: The player whom everybody can attack without losing their Champion Status. At the start of the turn, the player with the most Victory Points becomes the Usurper for that turn.

VPs: Victory Points

4. LABEL THE USURPER PHASE

If one of Alexander's generals began to get too powerful, he was seen as a threat to the others and declared a Usurper.

4.1 Procedure

The player with the most victory points during the Label the Usurper Phase is designated the Usurper (if two or more players each have the same high number, resolve the tie using the Seniority List on the back of this rules booklet). That player remains the Usurper throughout the turn, even if he loses his lead in victory points. The Usurper indicates his status by placing the Usurper card (upright on its stand) in front of him.

4.2 Purpose

Players may freely attack any general, Army, CU or besiege any major city belonging to a Usurper without losing their Champion status (see 17.5).

4.3 Usurper and Legitimacy

Being labeled the Usurper has no affect on your Legitimacy. Note that it is possible, and very likely, for a Usurper to retain Champion status while being a Usurper.

5. THE REINFORCEMENT PHASE

5.1 In General

Skip this phase on Game Turn 1. During this phase on Turns 2–5 each player receives his reinforcements, and his units from the Dispersed Box (if any). Players place their units in Turn Order.

5.2 Reinforcement Rate and Bonuses

Each player receives two mercenary CUs each reinforcement phase. In addition, a player may receive bonus reinforcements for the following:

- One Loyal Macedonian CU to the faction controlling Macedon.
- One Loyal Macedonian CU to the faction with the most Legitimacy Points (ignore Prestige Points). Resolve any ties by the Seniority List (see back of rules).
- Two Mercenary CUs to the faction with the most victory points. In case of a tie, all players tied for first in victory points get one Mercenary CU.

5.3 Placement of Reinforcements

Reinforcements and units returning from the Dispersed Box are placed in either:

- A Friendly Controlled Space that does not contain an enemy Army, CU or general; or
- any space containing a friendly major or minor general.

There is no limit to the number of reinforcement and returning CUs that may be placed on a friendly controlled major city or with a major general. No more than **two CUs** may be placed in an eligible space that does not contain a major city or major general.

MINOR GENERALS: A Minor General may be placed with leaderless CUs in case A, but may not be placed in order to allow placement of CUs in a non-friendly space (case B), exception: 5.4.

SIEGES: Reinforcements may *not* be placed inside a Besieged major city space; they may be placed with an Army conducting a siege.

5.4 Shortage of Reinforcement Spaces

If a player cannot bring on all his reinforcements, due to a shortage of placement opportunities, those remaining reinforcements may be placed in an uncontrolled or independently controlled space in any province that is not controlled by another player; up to two CUs per province. A minor general may be placed with the reinforcements if necessary.

6. THE SURRENDER SEGMENT

During this segment you conduct *three* activities:

1. Place a control marker in every non-independent enemy controlled **minor city** space where you have one or more CUs (*the space surrenders to you without a fight*). Remove the enemy control marker and replace it with one of your own. Note, players are not required to accept the surrender, they may leave the enemy Control Marker in place or simply remove the enemy Control Marker and leave the space uncontrolled. Note that Independent minor city spaces never surrender without a fight.

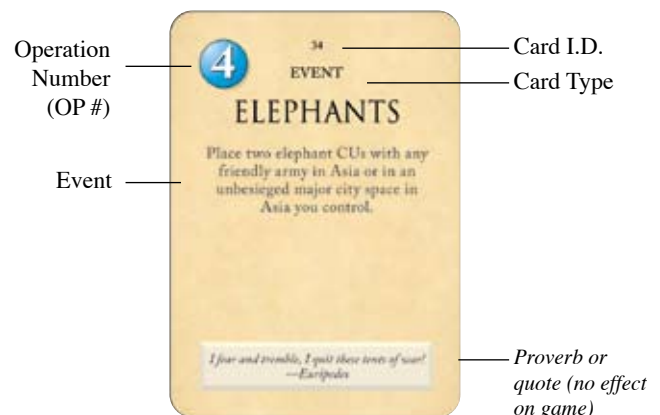
DESIGN NOTE: Keep in mind this is a civil war between generals, and the local population and the Greek/Macedonian settlers cared little what general they paid allegiance to.

2. Place a friendly control marker on some, none, or all UNCONTROLLED major or minor city spaces and independent strongholds where you have one or more CUs.

3. Conduct a free Siege or Subjugation attempt against **some, none or all** controlled **major city** or **independently controlled** spaces where you have an Army of three (3) or more CUs. If the siege or subjugation attempt is successful, you may remove the enemy control marker and **replace it with one of your own control markers**. This does not cost the Army any MPs.

7. THE TYCHE CARDS

Tyche (pronounced Tikie, rhymes with "Nike") was the Greek Goddess of Fortune and Chance.



7.1 Tyche Cards in General

Each Tyche Segment a player *must* play one non-surprise Tyche card and any number of Surprise cards. There are **four** types of cards—Event, Bonus, **General**, and Surprise. Most Tyche cards are Event cards. The event is only available if the operations number is not used (exception: Bonus cards). Using the Operation Number allows you to do one of the following:

- Conduct a Force March with one Army (7.4)
- Place Control Markers (7.5)
- Train Troops (7.6)

Important: Unlike most card-driven-games, in Successors you can play a card to move an Army in the Tyche Segment, plus move it again in the Movement Segment.

7.2 Bonus Cards

If you play a Bonus card, you can use the Operations Number *and* the Event. **The bonus event always comes after the Operations Number has been used.** You may choose not to use the bonus if you wish.

Some Bonus cards say: “MUST BE PLAYED.” These events must happen. However, you don’t have to play the card right away; you can wait until the last round if you wish.

7.3 Surprise Cards

Surprise cards can be played at any time during the Strategy Phase—even during an opponent’s turn. Surprise cards are not played in any specific order, but are played on a first-come-first-serve basis (if a dispute arises, use Turn Order to resolve). A Surprise card can be played or discarded anytime, even if it has no effect on the player currently moving. Once a player plays a Surprise card (or discards one), he must immediately draw another card from the Tyche deck to replace it (exception: card #58, Ahura Mazda & Ahriman). Playing or discarding a Surprise card during your Tyche Segment does not count as your mandatory play.

EXAMPLE: You discard two Surprise cards which you don’t want. You now have to draw two cards from the unused deck to replace them. Let’s say you draw another two Surprise cards; if you wanted to, you could immediately discard those too and draw two more.

7.4 Force March

A Tyche card may be used to activate any one friendly Army. This movement will be in addition to the Army’s movement in the Movement Segment. The movement allowance of the Army is equal to the OP # on the Tyche card. Any type of movement or activity allowed in the Movement Segment (naval movement, siege attempts, picking up and dropping off CUs and generals, etc.) is allowed in this segment by the activated Army.

EXAMPLE: Playing a 3 OPs card would allow you to activate one Army and move it 3 MPs.

7.5 Placing Control Markers with Tyche Cards

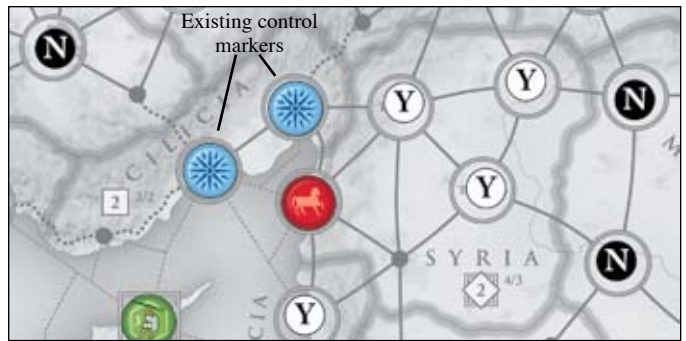
A Tyche card may be used to place a quantity of friendly control markers on the map equal to the OP #. For example, playing a “3” Tyche card would allow you to place three control markers. Each control marker must be placed in an **uncontrolled** space within **2 MPs** of another friendly control marker (one that was on the map at the start of the Tyche Segment). **Sea paths can be used to place control markers in the Tyche card segment; Trans-Mediterranean paths may not be used.** The 2 MP path may not “jump over” a space (even along a naval path) containing enemy Armies, CUs or control markers.

Control markers may never be placed:

- on Transit Points
- in spaces containing an enemy Army or CUs.

7.6 Train Troops

Train Mercenaries: By spending 3 OPs worth of Tyche cards you



EXAMPLE: During the Tyche Segment Blue (starburst) Faction could place control markers in spaces marked Y. Spaces marked N are more than 2 MPs away from an existing friendly control marker.

can build a Mercenary CU. You can spend either a 3-value Tyche card or spend any number of Tyche cards over a period of two or more Tyche Segments that total three OPs. **Keep track of the number of OPs spent for this purpose by placing the CU on the Records Track with a control marker on top.** When it is completely paid for, the mercenary CU arrives immediately in that Tyche Segment and is placed under the same restrictions as reinforcements (5.3).

Train Phalangites: By spending 7 OPs worth of Tyche cards you can build a phalangite unit (use Loyal Macedonian CUs). When the unit is completely paid for, the CU arrives immediately and is placed under the same restrictions as a reinforcement.

A player may only have 1 CU in training at any time, and a second CU can not be started until the first is completed. OPs remaining after completing 1 CU can be applied immediately to building a new CU.

DESIGNER’S NOTE: Known as pantodapoi, non-Macedonian phalangites are non-Greek personnel trained and equipped in the Macedonian style using the 12 to 15 foot sarissa. Often of mixed Macedonian and Asian ancestry, pantodapoi proved effective in supplementing Macedonian personnel in the phalanxes of the Successors, especially for those rulers who were constrained in recruiting native Macedonians for their service.

7.7 Discarding

You may discard a Tyche card rather than play it. Discards must be placed face up for your opponents to see. You may never discard cards which say “Must be Played.” There are two common reasons to discard:

- To upgrade a Fleet to its stronger side (13.3)
- To bring a major general into play if you have lost one (23.5)

7.8 Unrest Cards

There are two Unrest Bonus cards in the deck and these must be played. Determining where the unrest occurs is resolved by rolling two dice and using the Unrest Table. If the Unrest Table indicates two provinces, the player who played the card may choose which province to target.

If you roll a 7 on the Unrest Table, place an independent marker in Armenia and roll again. It is possible for Armenia to receive two or more Independent markers at one time.

If all spaces in the indicated province already contain independent control markers and/or CUs, then the Unrest spills over to an Adjacent province. The player can place the independent marker in any

eligible space in that province. If there are no Adjacent provinces (i.e. from Cyprus or Crete), or no eligible spaces in Adjacent provinces, instead of spilling over, no independent control marker is placed. Markers placed by Unrest or Unrest Spreads may not be placed on Transit Points. Each space can have at most one independent marker. Unrest markers placed in major cities or strongholds are “3” strength, all others are “1” strength.

8. GENERALS & ARMIES

8.1 Generals

Generals are important for moving units. A general stacked with CUs forms an Army. There are two types of generals—major and minor.

Major Generals: Major generals usually have better Initiative and Battle Ratings than minor generals. A major general can die in a battle due to a leader loss check (12.10). A player is never out of the game for losing all his major generals; he may continue to play with just his minor generals. See also 8.5.

Minor Generals: Each player has four minor general markers. A player may not create more minor generals; four is the absolute limit. Minor generals are used to move or command CUs which are not stacked with a major general. Minor generals may be placed, removed, or repositioned on the map at any time during your own Player Turn. If all four of your minor generals are already on the map, you may reposition them with no restrictions *during your turn*. Minor generals are also used when you drop off CUs on a non-friendly space to indicate ownership of those CUs (9.1).

There are two cases where you can place a minor general (one available off map—repositioning is not allowed) during your opponent’s Player Turn:

- if you want to detach a portion of your Army to intercept, or
- if one of your major generals dies in battle and there is not a subordinate major general to take command.

PROPERTIES: Minor generals can never be eliminated and ignore any leader loss checks. Minor generals without CUs or in a space with a major general must be removed **immediately** from the map. All minor generals have an Initiative Rating of 4 and a Battle Rating of 2.

8.2 Armies

An Army is defined as one or more CUs stacked with a general. CUs without generals are not an Army and cannot move, intercept (rule 10.0), Avoid Battle (rule 11.0), and if attacked do not receive any battle rating benefits (12.6).

8.3 Commanding General

Although there is no limit to the number of major generals that may be in a space, each space can have only one commanding general. When you end the movement of one of your major generals in a space occupied by another one of your major generals, designate one major general as the commander and the other as the subordinate (however, see Rank). Keep the commander on the map, and place the subordinates on the commander’s card.

EXAMPLE: You control both Perdiccas and Craterus. If you moved Perdiccas with his Army to a space occupied by Craterus and wanted Craterus to be the commanding general, you would place Perdiccas on Craterus’ card.

8.4 Subordinates and Rank

SUBORDINATES: When you move an Army, the subordinate major generals may move with it at no cost. You may drop off subordinate major generals (with or without CUs) at any time. A subordinate does not affect the commander in any way. A subordinate may leave the commanding general’s Army at any time—simply bring the subordinate back onto the map and use the space currently occupied by the Army as his starting space.

RANK: Ranking is determined by the number of stars on the major general counter—the more stars the higher the rank. If you have two or more major generals in the same space, the ranking major general must be the commander. If you have two or more major generals with the same high rank, then you may decide which major general will be the commander and which will be the subordinate and you are free to change that each round. However, changing major generals of equal rank must occur during the owner’s turn *before* the Army moves.

8.5 Seleucus and Eumenes

The *Seleucus* and *Eumenes* general cards are not dealt out at the start of the game, but are shuffled into the Tyche Deck. When played the general and his CUs are either placed as a reinforcement (with all the restrictions of 5.3) or placed in any space in the general’s optional starting location (stated on the card) that does not contain an enemy CU, **major general**, or an Independent Army. **The space may contain an enemy control marker. All the CUs that arrive with a major general via a general card arrive stacked with him.** The general card is placed in front of the player and is never returned to the deck. See also Optional Rule 23.5.

9. MOVEMENT

9.1 The Movement Procedure

CUs cannot be moved unless accompanied by a general. Each general that moves may carry with him any number of CUs and subordinates. CUs or subordinates moved by one general may not be moved by a different general in the same segment. **Each Army must complete its movement and combat before another Army is moved.**

The number of CUs you have with a general or on the map is public knowledge and may not be kept secret.

STACKING & FORAGE: There is no limit to the number of CUs and major generals that can be stacked in a space. However, during the Forage Segment, the phasing player must remove one CU from each space that exceeds the Forage Limit. **The Forage Limit of Transit Points is 3 CUs, the Forage Limit to all other spaces is 8 CUs.** The owning player may choose the CU to remove. In siege situations, only your own CUs are counted during the forage segment.

EXAMPLE: If during the Forage Segment you had 9 or more CUs in a minor city, then you would have to remove one CU. Likewise, if you had 4 or more CUs on a Transit Point, you would have to remove one.

INDICATING OWNERSHIP OF CUs: Most of the CUs have the same background color. To indicate which CUs belong to you, use one of the following methods:

- Place the CUs underneath a major general or on his card.
- Place the CUs on a space **with** a friendly control marker.
- Place one of your four minor general markers on the CUs.

If, at any time, a player is unable to indicate some of his CUs as

being under his ownership in one of the three ways listed above, he must immediately remove those CUs and place them in the “Dispersed Box”.

9.2 Movement Allowances

Generals receive a Movement Allowance (MA) which is the number of Movement Points (MPs) they may expend during their move.

MOVEMENT SEGMENT: During the Movement Segment all your generals may move, but their movement allowance is determined by a die roll. Roll one die and use that result for all your generals. Generals with an initiative rating less than the die roll receive 4 MPs. Generals with an initiative equal to the die roll receive 3 MPs. Generals with an initiative greater than the die roll receive 2 MPs (i.e., high die rolls are better). Players may use the Movement Allowance Table if that helps them understand the procedure better.

EXAMPLE: Seleucus is a fast general, Craterus is a slow general. If you rolled a 3, Seleucus with an initiative rating of 2 would receive 4 MPs. Craterus with an initiative rating of 4 would receive 2 MPs.

The Movement Allowance Table

General's Initiative Rating	Die roll					
	1	2	3	4	5	6
2	2	3	4	4	4	4
3	2	2	3	4	4	4
4	2	2	2	3	4	4

= Movement Allowance

9.3 Movement Costs

The cost to enter any space is determined by the type of path used. Enemy control markers do not stop or slow movement of units.

- Land 1 MP
- Mountain or Strait 2 MPs
- Sea 1 MP (Naval Movement only)
- Trans-Mediterranean 2 MPs (Naval Movement only)

STRAITS: Crossing a strait is considered land movement and does not require naval movement. *Notice that crossing from Illium to Cherronesus is faster when using naval movement (rule 9.14), but incurs the risk of naval combat.*

OTHER MOVEMENT COST:

2 MPs Removing an enemy control marker (9.8)

2 MPs Sieging or Subjugating (15.0)

9.4 Picking Up and Dropping Off CUs

As you move your Army or general, you can pick up and drop off any number of CUs and generals along the way with no delay to your movement. Dropping off CUs in a non-friendly space requires a general to indicate ownership. Dropping off CUs in a Friendly Controlled Space can be indicated by placing the CU with the control marker. Since each player is limited to four minor generals, this will limit the number of non-friendly spaces you can leave your units in. Dropped off CUs and generals may move no further that phase.

9.5 Entering Enemy Occupied Spaces

If your Army enters a space occupied by enemy CUs, it must stop its movement for the turn and battle the defender (rule 12.0). Exception: if your Army can overrun (9.6) the defender, or the defender is inside a major city, or friendly passage is granted (9.11), your Army does not have to stop.

SEQUENCE: Follow this sequence when your Army enters a space occupied by enemy CUs:

1. If the space is a major city controlled and occupied by your opponent, he must declare whether his CUs and generals are inside or outside the city.
2. Your opponent then declares and resolves all his Interception and Avoid Battle attempts.
3. If your Army can overrun (9.6) the defender it is resolved now.
4. If a battle is necessary, it is resolved now.

9.6 Overruns

If your Army enters a space containing enemy CUs and has at least a 5-1 superiority in CUs (combat strength, Legitimacy and local troop points [12.2] are **not** counted), the enemy CUs are treated as a defeated Army (12.7). Your Army can continue its movement with no loss to its momentum. Only Armies may overrun, Armies intercepting may not, nor may the attacker be overrun if he is outnumbered 5-1 by the defender. There is no restriction on the number of times an Army may overrun in a single turn. You cannot overrun CUs inside a major city.

NOTE: 10 CUs overrun 2 CUs, 15 CUs overrun 3 CUs, etc.

INTERCEPTIONS & AVOID BATTLES: An Army or unit about to be overran can be reinforced by a successful Interception or attempt to Avoid Battle.

SURPRISE CARDS: An overrun is not considered a battle for Surprise cards purposes. If a specific card limits the use to a battle, it may not be used during an overrun.

9.7 Major Cities and Movement

Major cities provide some safety to your CUs and generals if they are inside the city (they cannot be attacked or overrun). Up to two CUs and any number of generals may fit inside a major city. Indicate your units are inside a major city by placing them underneath your control marker.

CUs which remain outside of the major city stop enemy movement (unless overrun); CUs inside the major city do not. You may move your CUs from inside to outside a major city (and vice versa) in the following situations:

- Through normal movement during your player turn (this does not cost MPs).
- If an enemy Army enters one of your non-Besieged major city spaces and you have CUs there, you may declare the CUs inside or outside. Your decision may change each time an enemy Army enters the space.

9.8 Removing Control Markers During Movement

During the Movement or Tyche Segment, an **Army with at least 3 CUs** may expend movement points to do one of the following to the space it occupies:

- Spend 2 MPs to remove a non-independent enemy control marker from a minor city space. Independent control markers cannot be removed in this way.
- Spend 2 MPs to conduct one siege (15.1) or subjugation attempt (15.4) against an enemy major city or an Independent control marker.

9.9 Generals Moving without CUs

A major general moving without CUs may neither move into a space

containing enemy CUs nor *stop* in a space containing an enemy major general. However, you may move a major general *through* a space containing an enemy major general and no enemy CUs. If an enemy Army enters a space (either through movement or Interception) occupied by a major general who is not accompanied by friendly CUs and not inside a Friendly controlled major city, the owning player must make a Leader Loss Check (12.10). A roll of a 5 or 6 results in the death of the general and its removal from the game. A roll of 1-4 results in the general being placed in the Dispersed Box.

9.10 Changing Commanders During Movement

If you move a major general into a space containing a friendly major general of higher rank and wish to pick up that general, then the general with the higher rank immediately takes command for the remainder of the first general's movement. If your Army picks up a friendly general with the same rank as your commanding general, you are free to decide which will be the commanding general.

INITIATIVE RATINGS: If you change commanders during movement, you must use the new commander's movement allowance for that Army. If the Army has already moved that amount, the Army must come to a stop.

Example: A player controls both Seleucus and Craterus who are situated in Adjacent spaces. The die roll for movement is a 3 which allows Seleucus to move 4 spaces, but allows Craterus to move only two spaces. The player moves Seleucus one space and picks up Craterus (who outranks him and takes command of the Army). Since Craterus can only move two spaces, the Army must stop after moving one more space.

9.11 Friendly Passage

You may enter and pass through a space containing units of another player without initiating combat if that player grants you "friendly passage" and honors it when you pass through his space. Friendly passage may be requested and granted at any time—before movement or at the instant you enter the other player's space. If the player grants you friendly passage, he is under no obligation to honor it. When your Army (or general) enters the space, you must ask the player whether the friendly passage is being honored. If it is, you may continue with your movement. If it is not, you must stop and battle (or overrun) those forces; if you had only a major general—then the general is Dispersed.

Friendly passage does not allow Armies from different factions to coexist in the same space; if, at the end of either a Tyche Segment or an individual Army's Movement, an Army must end its movement in a space occupied by another player's CUs (and if withdrawing into a major city is not an option for one of the Armies), then a battle must be fought, regardless of the intentions of the players. The currently moving player's Army is considered to have entered the space and loss of Champion status may apply.

9.12 Hostile Spaces

All Independent Strongholds (hexagonal spaces) which contain an Independent control marker are considered hostile spaces. Any non-Independent Army that passes through one of these spaces using [Land Movement](#) without stopping must undergo attrition on the "2" column of the Attrition Table (representing being ambushed). An Army that stops, subjugates or remains in a hostile space is not subject to attrition attacks. If the space contains no Independent control marker treat the space as a normal minor city space. Note that Independent City spaces are NOT Stronghold spaces.

DESIGNER'S NOTE: An Army that stops on the Stronghold space is moving cautiously through the territory and would avoid being ambushed.

9.13 Raising a CU in Lieu of Movement

During the Movement Segment a player may forgo his movement die roll (and therefore all his movement and activity for that segment) and instead place a mercenary CU on the board. The CU is placed under the same restrictions as reinforcements (5.3). A player may not roll for movement and then decide to take the one mercenary.

9.14 Naval Movement

You may move your Armies and generals from one space to another via Sea paths, this type of movement is called naval movement. Naval movement runs the risk of being intercepted by enemy fleets (rule 13.4) or cancelled by a Storm at Sea (Tyche card #55).

Each player (even those without fleets) is allowed one Naval move with up to 8 CUs and an unlimited number of generals and royal family members by naval movement each Tyche Segment (if using a Tyche card for movement), and again during the player's Movement Segment. Moving by sea is performed like moving overland—each space costs one from a unit's movement allowance (exception: the Trans-Mediterranean paths cost two). Generals and CUs may be picked up and dropped off along the naval movement path in the same manner as land movement. An Army using naval movement does not have to stop if it enters a space containing enemy CUs. **Note: you can't "drop off" CUs in an enemy occupied space that you pass through.** An Army or general using naval movement may move by land in the same round that it moves by sea, either before or after—but not both. In other words, an Army may not use land movement before *and* after using naval movement.

CLARIFICATION: Units using Sea Movement may Overrun, but the Sea Movement portion of their move must end in that space.

EMBARKATION: The space from which your Force first travels by sea is called the port of embarkation. This is important if Naval Combat requires you to return to that port.

DEBARKATION: The space your Force ends its naval move is called the port of debarkation. An Army using Sea Movement can only be the target of land Interception (10.0) at a port of debarkation. During a naval move a general or Army may pick up CUs or generals in a port space without debarking. You may not remain at sea at the end of your naval move, you must debark in the last space you entered.

10. INTERCEPTION

10.1 In General

Interception is a special kind of movement that allows an Army to interrupt the movement of an enemy Force that has moved into a space Adjacent to that Army's location. Interception causes the moving Force to fight a battle or back up one space (10.5).

10.2 Procedure

Only Armies may intercept. To intercept, **designate which general(s) and CUs will make the attempt**, then roll one die. If the die roll is **greater than** your commanding general's **Initiative Rating**, the Interception attempt is successful. A successful Interception

requires you to move your Army (or a portion of the Army) into the target space.

EXAMPLE: To intercept with an Army commanded by Perdiccas (Initiative Rating 3) you would need to roll a 4-6.

TRANSIT SPACE; Modify the Interception Attempt die roll by –1 if Intercepting into a Transit space.

10.3 Restrictions

Interceptions may only occur against movement—you cannot intercept an Interception, an Avoid Battle (rule 11.0), or an Army forced to return to its port of embarkation. Armies inside a Besieged major city may not intercept. You can only make a land Interception of naval movement in the space where it debarks (9.14). You may only intercept using a **Land Path** into the following spaces:

- a Friendly Controlled Space
- a Neutral Space
- any space (regardless of control) containing at least one friendly, non-Besieged CU, in which case you would be reinforcing the CU or CUs before the battle begins.

YOU MAY NOT INTERCEPT:

- across a Mountain, Strait, Sea or Trans-Mediterranean path
- into an Enemy Controlled Space that does not contain a friendly CU.
- Into a space containing a non-moving, non-Besieged, enemy CU. That is, you may not intercept into a space where the enemy is already located.

10.4 Overruns and Interceptions

If you intercepted one of your opponent's Armies, but he has enough strength to Overrun you (9.6), then your Army is defeated (12.7), and his Army may continue to move.

10.5 Refuse Battle (Back Up One Space)

An intercepted Army is never required to give battle ([including cases where the intercepting force reinforces CUs already present](#)); it may instead back up to its last occupied space and end its movement. An Army may back up across a Mountain, Strait, Sea or Trans-Mediterranean path (a moving Army can never be forced into battle). If an Army backs up from a sea move, then it must return to the Port of Embarkation. Independent Armies may never Refuse Battle.

10.6 Multiple Interceptions

If an enemy Army or general moves around your Army, you may attempt an Interception in each eligible Adjacent space to which it moves. You may conduct more than one Interception attempt into the

same space if you have more than one Army Adjacent to the target space. In this case, you must designate all Interception attempts before any are resolved.

MULTI-FACTION INTERCEPTIONS: If two or more factions can intercept into the same space, use the current Turn Order to determine which player must designate his Interception attempts first. No more than one faction may intercept into a single space (although two or more factions may attempt to—the first one to succeed and move into the space prohibits the others from intercepting).

10.7 Subordinates and Interceptions

You may dispatch a portion of your Army (under the commanding general or a subordinate, or a minor general) for an Interception. You must designate which general and how many CUs will make the attempt. Use the initiative rating of the subordinate if he is making the Interception attempt. Each Army may make only one Interception attempt for each space entered by an enemy Army (i.e., you may not make two or more Interception attempts from the same space hoping that at least one succeeds).

10.8 Interceptions and Major Cities

An Interception of an Army or general entering a major city space occurs outside the city. Neither the intercepting Army nor the moving Army or general can claim the protection of the major city until after the battle. Besieged Armies may not intercept.

11. AVOIDING BATTLES

11.1 General Rule

If an enemy Army moves into a space containing one of your Armies or generals, you may attempt to Avoid Battle. To determine whether this is possible, roll one die. If the die roll is **greater than** the commanding general's **Initiative Rating**, the general or Army can be moved up to 2 MPs. If the die roll is less than or equal to the general's initiative rating it cannot Avoid Battle.

EXAMPLE: Your general has an initiative rating of 3. You would need to roll a 4-6 to Avoid Battle.

Modify an Avoid Battle Attempt die roll by:

- 1 if the **first space** of the Avoid Battle is into a Transit space.

11.2 Penalty

An Army that fails its attempt to Avoid Battle does not receive Local Troops (rule 12.2).

11.3 Restrictions

[Each space in an Avoid Battle move must be a Friendly Controlled Space or a Neutral Space](#) and free of enemy Armies and CUs. However, Enemy Controlled Spaces may be entered if they contain friendly non-Besieged CUs. An Army or general avoiding battle may not cross a Mountain or Strait, use a Sea path, or enter the space from which the enemy Army is advancing. An Army about to be overrun may attempt to Avoid Battle. An Army successfully avoiding battle and opting to move two spaces may NOT pick up CUs and generals in the first space it passes through. Unlike Interceptions, you may not split your Army during an Avoid Battle (either leaving CUs behind or Avoiding Battle into two or more spaces). Armies that successfully intercepted into the battle space may not turn around and Avoid Battle out of the battle space. Avoid Battle takes place after any Interceptions have been declared and rolled.



EXAMPLE: Blue's minor general moves four spaces around red's minor general. Red cannot intercept into A or B (the starting space and an enemy controlled space). Red can intercept into C, D or E.

11.4 Pursuit

If your opponent successfully Avoided Battle, you may pursue or move off in a different direction (a successful Avoid Battle does not stop or slow your Army). If your Army has already used all of its MPs, then it must stop in its current space. If your Army pursues into the space where your opponent moved to Avoid Battle, then your opponent can try to Avoid Battle again, and you may pursue again. This can continue until your opponent fails his Avoid Battle die roll or your Army has moved its limit.

12. LAND COMBAT

A land battle is initiated when the moving player moves an Army into a space containing enemy CUs and those enemy CUs do not, cannot, or fail to Avoid Battle. Two factions may not coexist in the same space unless one is inside a major city and the other is outside. A battle forces the moving Army to stop and end its movement.

12.1 Determining Battle Strength

Each player determines the Battle Strength of his Army. Battle Strength is the total sum of the combat strength of his CUs plus Local Troop Points. The combat strength of each CU is printed on its counter; elephants have a variable combat strength (rule 14.1).



12.2 Local Troops

Local troops represent the levy of local troops from nearby areas. Local troops are awarded for the following cases:

- One point if the battle occurs on a Friendly Controlled Space.
- Two points if the battle occurs in a friendly controlled province.

These two bonuses are cumulative. If you control both the province and the space where the battle is fought, you would receive three Local Troop Points.

12.3 Attacker and Defender

If you moved your Army into a space containing enemy CUs, you are the attacker and the other player is the defender. If the battle was caused by an Interception, the player that intercepted is the defender.

12.4 Major Cities and Battles

If you send an Army to attack [or intercept](#) an enemy Army Besieging one of your major cities, you may count your CUs inside the city during the battle. However, if you lose the battle those CUs suffer the same penalties as your defeated Army. Any CUs that remain inside the city, or are moved inside before the battle starts, are safe if the battle is lost.

12.5 The Battle Table

The Battle Table is used to resolve the battle. Each player rolls two dice and cross-references the Battle Strength of his Army with the dice roll. The result is his battle score. The player with the higher battle score wins the battle and the other player's Army is defeated (12.7 & 12.8).

EXAMPLE: The attacker has a Battle Strength of eight versus the defender with five. The attacker rolls a 7 on the "8" column resulting

in a battle score of "4." The defender rolls a 12 on the "5" column resulting in a battle score of "7." The defender wins.

TIES: If both players have the same battle score then it is a drawn battle (12.9).

12.6 Battle Ratings

Each general has a battle rating. Only the commanding general's battle rating is used in a battle. **The battle rating is the minimum die roll that the general can roll for each die.** Any die rolls less than that number are increased to that number.

EXAMPLE: Your commanding general has a battle rating of 4. A roll of a 1 and a 2 would be treated as two 4's. A roll of a 1 and a 5 would be treated as a roll of 4 and a 5. A roll of a 5 and a 6 would not change.

12.7 Battle Losses

An Army defeated in battle suffers the following penalties:

- All mercenary and elephant CUs in the Army are eliminated.
- All Macedonian CUs in the Army suffer attrition. The survivors are placed in the Dispersed Box (12.8).
- All major generals in the Army are placed in the Dispersed Box.
- All royal family members are either captured or become Inactive (18.0).

The Army that won the battle loses one CU of his choice. **However, if his battle score was at least twice the loser's battle score, he loses no CUs.**

EXAMPLE: If the battle scores were nine and seven, the victor would lose one CU. If the battle scores were nine and four the victor would not lose any CUs.

12.8 Attrition and Dispersal of Defeated Armies

ATTRITION: Anytime a player has to roll for attrition (Battle Losses [12.7], Naval Defeat [13.6], or Tyche Card #4—*Epidemic*), the owning player rolls one die and cross-references the die roll to the column corresponding to the number of CUs. The result is the number of CUs eliminated. The owning player may pick any CUs he wishes unless dictated to remove an elephant CU by an "e" result. Generals are never affected by attrition (even if attrition eliminates the last CU accompanying that general).

DISPERSAL: Dispersed major generals and/or CUs are placed in the Dispersed Box. They reenter play in the next reinforcement phase.

12.9 Drawn Battles

If the battle ended in a draw, then both sides lose one participating CU of their choice and the attacker must "back up one space" (see 10.5) and end its movement. All rules for Refuse Battle apply to Drawn Battles, [except an Independent Army that was the attacker may back up one space, including back into its holding box.](#)

12.10 Leader Loss Check

If you roll a "9" on the Battle Table (*after* modifications for the commanding general's battle rating), you must make a Leader Loss Check. This is performed before conducting dispersal. Roll one die. If you won the battle or if the battle is a draw, your commanding general dies on a roll of a 6; if you lost the battle your commanding general dies on a roll of a 5 or 6. A general that dies is removed from the game.

NOTE: You must use a commanding general's battle rating benefit, you cannot ignore it in order to avoid a leader loss check.

DESIGNER'S NOTE: Many of the generals in the Successor wars died in combat. Usually, the better the general, the more likely he was to be in the middle of combat.

REPLACEMENT LEADER: Whenever the commanding general is killed in a leader loss check and no other friendly major general is stacked with the Army, an available minor general from off board may be placed instantly to take command of the Army. If none are available, then the Army becomes leaderless.

13. FLEETS & NAVAL COMBAT

13.1 Purpose

Fleets help protect your naval movement and hinder your opponent's. Fleets are helpful in sieges against port major cities (15.2). The player with the largest fleet (and has at least three fleet points) receives 3 victory points (20.4).



13.2 In General

Fleets are not combat units, but markers. Fleet markers are kept off map and serve as indicators of a player's fleet strength. The fleet belongs to whoever controls the appropriate province (or city in the case of Athens). Control of the fleet occurs the instant control of the province or city is gained.

EXAMPLE: If you control both spaces of Cyprus you would receive the Cypriot Fleet.

Exception: The Cilician Pirates only come into play via card play, i.e. not for control of Cilicia.

The Asia Minor Fleet goes to the player controlling Caria.

13.3 Upgrading Fleets

A fleet that you control and not in the Dispersed Box may be upgraded. To do so, discard a "4" value card during your Tyche Segment and flip the fleet marker over to its stronger side

FLEET REDUCTION: Fleets are reduced to their original strength whenever the fleet is defeated in a naval battle or the ownership of the fleet changes. Flip the fleet to its weaker side immediately.

13.4 When Naval Combat Occurs

Naval combat occurs when one or more players use their fleets to try to impede another player's naval movement. Naval combat is possible at any point along the moving player's sea route.

Important: Intercepting another player's naval movement is considered a hostile action. A non-moving player who declares a Naval Interception against a moving player who is neither a Usurper (4.0) nor a Successor (17.5) will forfeit his Champion status (17.5) unless that Interception is canceled by play of a Surprise card.

DETERMINE PATH: You must announce your intention to use naval movement to the other players and indicate the path you will take. The other players then decide whether they will use their own fleet (or fleets) to intercept you. A player may only intercept if he has a control marker within two spaces (via Sea paths) of at least one of the spaces your naval movement enters (you may not intercept in the port of embarkation or across a Trans-Mediterranean path). The active player (the one using naval movement) may always use his

fleets whether or not he has a control marker within two spaces of his move. Interception is automatic—if a player wants to intercept your naval movement, a naval battle occurs. If more than one player opposes your naval move, each naval battle is resolved separately.

FLEET SIZE: A player does not have to commit all his fleets to a naval engagement. The moving player declares as he starts his naval movement which fleets are escorting. Intercepting players may declare Interception with any number of their own fleets. A player without any fleets may not intercept a naval move.

13.5 Naval Combat Procedure

The Battle Table is used to resolve naval battles. Each player rolls two dice and cross-references his fleet strength with the dice roll. The result is his battle score (if the moving player does not have a fleet he automatically scores a zero). The player with the higher battle score wins the naval battle and the other player's fleet is defeated (see 13.6 below).

TIES: If both players have the same battle score then it is assumed the battle was inconclusive, no fleets were lost and the player moving may continue his movement.

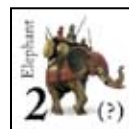
13.6 Naval Defeat

A player who loses a naval battle suffers the following consequences:

- His fleets that were involved in the battle are placed in the Dispersed Box **at their reduced strength. When any fleet is dispersed and it changes ownership, it remains dispersed.**
- The CUs being transported suffer Attrition (12.8) and the survivors, **including generals and any Royal Family members present**, return to the port of embarkation (9.14) and end their movement.

14. SPECIAL COMBAT UNITS

14.1 Elephants



DESIGN NOTE: Elephant combat units include more than just the elephants themselves. They include the troops mounted on the elephant howdah and light troops on the ground in direct support of the elephant.

The effectiveness of an elephant varied greatly and was very much a function of the skill of the mahout controller, the training of the soldiers in the howdah and on the ground supporting the elephant, and most important of all, the temperament of the elephant itself.

PROPERTIES: Elephants are treated like other CUs except they have a variable combat value. Elephants may use naval movement. The combat strength of each elephant unit is determined by rolling a die and reducing its face value by two. Treat results less than 0 as 0 (elephants can not have a negative Combat Value). This is repeated for each unit.

EXAMPLE: The player has three elephant CUs involved in the battle. He rolls three times, first a 3 (1) then a 5 (3) and lastly a 1 (0). The total strength of his elephants is 4.

14.2 The Silver Shields



HISTORICAL NOTE: This combat unit represents the elite guard of the late Alexander. They are the finest fighting unit in the world at this time but are not strongly attached to any faction or the most legitimate successor to Alexander the Great.

PROPERTIES: The Silver Shields are shown on a single counter representing two Macedonian CUs, each with a combat strength of three. The Silver Shields can never be split up, or receive reinforcements (brought back up to full strength). If both CUs are lost, the unit is removed from the game.

ARRIVAL: The player who plays the Silver Shield card for the first time as an event receives the unit (at full strength). After that, the card becomes a Surprise card to steal the Silver Shields away from the present owner. The Silver Shields are not affected by the *Mutiny* card (#54).

ATTRITION: Each time the Silver Shields switch sides in a battle, reduce their strength by one CU (do this before calculating Army strengths). Unless the unit is reduced in other ways, this will mean that the Silver Shields are removed from play the second time they switch sides.

14.3 Royal Army Units



HISTORICAL NOTE: These units represent those Macedonians who are not strongly attached to any faction but are loyal to the rightful heir of the Macedonian throne.

AT START SITUATION: There are eight Royal Army units at the start of the game. Four start with Perdiccas, two with Antipater and two with Craterus. This is the maximum limit. All other Macedonian units including those that arrive as reinforcements are considered “Loyal” or regular Macedonians.

PROPERTIES: Royal Army (RA) units are treated like regular Macedonian units in all respects except one: they may not be used in a battle against an opponent with more Legitimacy (Prestige [17.6] and *Gift of Oratory* [#57] can modify a player’s Legitimacy for this purpose). If the Legitimacy is equal, both sides keep their Royal CUs and they function normally. If they cannot be used, they are set aside and are not counted when determining battle strength. If the Army they accompany into battle loses, the RA units that were set aside mutiny to the victor’s Army. If the Army they accompany wins, they remain with that Army. RA units that belong to a player with Legitimacy greater than or equal to his opponent, may take part in battle and remain with the Army even if the Army is defeated.

FORCES CONTAINING ONLY RA UNITS: If an Army that contains only RA units is attacked, and due to Legitimacy the RA units cannot be used, then no battle takes place (any local troop points are disregarded). All RA units mutiny to the more legitimate general and any enemy generals are dispersed.

OVERRUNS: Legitimacy is not a factor in Overruns and RA units are treated like any other CU in an Overrun.

SIEGES: If a player conducting a siege has more Legitimacy than his target opponent, any RA units inside the major city will mutiny to the besieger the instant the first siege point is accumulated.

DISBANDING: You may disband an RA unit during your turn (before it is moved). A disbanded RA unit is removed from play.

15. SIEGES AND SUBJUGATION

Sieges occur against major city spaces, Subjugation occurs against Independent control markers on minor city spaces and Independent Strongholds.

15.1 Sieges of Major Cities

15.1.1 PROCEDURE: Enemy controlled major city spaces can only be captured by siege. Siege attempts are allowed by an activated Army during a Movement or Tyche Segment. An Army must have at least **three (3) CUs** to conduct a siege attempt and each siege attempt costs **two (2) MPs**. Siege attempts are resolved by rolling one die and consulting the Siege Table. A siege is successful when you accumulate the necessary number of Siege Points against the major city. Record accumulated siege points with the siege markers. See Glossary for the definition of “Besieged.”

The number of CUs (regardless of type) inside the city determines the number of Siege Points required to take the city.

2 CUs:	3 Siege Points
1 CU:	2 Siege Points
No CUs:*	1 Siege Point

*= The major city is held by a control marker.

A major city without a control marker does not require a siege and may be entered freely. An Independently controlled major city always requires three siege points.

15.1.2 SIEGE TABLE RESULTS: The bold numbers to the left of the slash indicate siege points gained. The numbers to the right of the slash indicate CUs lost by the besieger (his choice).

EXAMPLE: A 1/1 result indicates that the besieger gains one siege point but must remove one CU.

15.1.3 SUCCESSFUL SIEGE: When you accumulate the necessary Siege Points, the enemy control marker is removed. If there were any CUs, generals or royal family members inside the city they are treated as a defeated Army (12.7) and incur all the penalties of that rule. **If the siege is completed in the Surrender Segment, you may place a control marker in the space, if the siege is completed during a Movement or Tyche Segment no control marker is placed (the walls of the city have been damaged in the siege and provide no benefit until a control maker is placed in the next friendly Surrender Segment).**

15.1.4 LIFTING A SIEGE: A siege is lifted the instant all Besieging CUs depart or are eliminated. If this happens, remove any accumulated siege points.

15.2 Siege Die Roll Modifiers

Modify your siege attempt die roll accordingly:

- +?/-? for the city’s siege modifier (see map)
- 1 for Besieging a port major city if you have no fleet points or all your fleets are dispersed.
- +1 when using Tyche Card # 14 “The Helepolis.”
- +3 when using Tyche Card # 49 “Traitor inside City.”

15.3 Movement In/Out of Besieged Cities

An Army of 1 or 2 CUs inside a Besieged *non-port major city* may not move from the space, however, it may move outside the city and initiate a battle. An Army of 1 or 2 CUs inside a Besieged *port major city* that wishes to move may either initiate a battle by mov-

ing outside the city, or (and this includes a general without CUs) it may leave the major city space via naval movement (this would be susceptible to naval Interception). The inverse is also true, an Army of 1 or 2 CUs (or a general by himself) may move directly into a Besieged major city by naval movement. At no time may the stacking restriction of 2 CUs inside a major city be exceeded.

15.4 Subjugation of Independent Spaces

Independent control markers on a minor city or Independent Stronghold space may only be removed by subjugation. Subjugation uses all the same rules as sieges—they require an **Army with at least three (3) CUs** and they use the siege table. The number of siege points required for subjugation is:

Independent Minor City: 1 Siege Point
Independent Stronghold: 3 Siege Points

15.5 Multiple Siege/Subjugation Attempts

Up to two siege or subjugation attempts are allowed against a space during the movement or Tyche Segment as long as the same Army conducts them both and has the necessary MPs—i.e., you may not pass two or more Armies through the space each conducting a siege.

NOTE: It is conceivable that a space could be the target of up to **five** siege attempts in one Round: **one in the Surrender Segment**, two during the Tyche Segment (with a Force March of 4 MPs), and two more in the Movement Segment if the general receives 4 MPs.

15.6 Third Party Intervention

If a force Besieging a major city or independent stronghold is defeated by a third-party enemy Army, any accrued siege points are not retained by the victorious Army; the new Besieging Army must start all over.

16. INDEPENDENT ARMIES

16.1 In General.

Independent Armies are hostile to all players, and friendly to other Independent Armies. Only activated Independent Armies may move, and they may only move when allowed by a Tyche card. **You may intercept the movement of an Independent Army, and Avoid Battle if an Independent Army attacks one of your armies or generals.** If you enter a space occupied by one, you must battle it—**Independent Armies may not Avoid Battle or Intercept** (exception: see **Optional Rules**).



— Intrinsic general Battle Rating
— Combat Strength

16.2 Entering Play

Some Independent Armies are placed in their holding boxes at the start of the game. When activated via a Tyche card, they begin their movement in their holding box (which represents an area off the map board). They must spend the first MP of their move to enter the map.

16.3 Movement

All Independent Armies may move 3 MPs when activated. **In each non-major city space where the Army ends its movement, it removes any control marker** there unless the control marker is Independent—in which case it is not removed. If the Army can be moved, and it's not on a major city, the player controlling the Army may forgo its movement and instead place an independent control marker in its location. Independent Armies may not use naval movement (they may cross Straits). Each Independent Army must be moved separately but may be stacked in the same space as another Independent Army.

MOVEMENT RESTRICTIONS:

- GREEK ARMY: may only enter Greece or Thessaly.
- 23,000 COLONISTS: Each time this Army is moved (it can forgo its move to place an independent marker), it must end up in a space that is further west than its starting position. Once it enters Greece it is removed from the game.
- ARIARATHES: Must remain in Cappadocia.
- SCYTHIANS & ILLYRIANS: No restrictions.

16.4 Independent Armies and Major Cities

Independent Armies may enter and pass through major city spaces. However, Independent Armies that end their move on a major city space may not remove the control marker, nor may they ever use the siege table (but their presence outside the major city constitutes a siege, which would restrict placement of reinforcements).

16.5 Combat Against Independent Armies

Combat against Independent Armies is resolved exactly like combat between active players. The Combat Strength of the Army and the intrinsic general's Battle Rating is printed on the counter. An Independent Army can receive up to three Local Troop points: one if the battle occurs in a space containing an independent control marker and two if in a province where the majority of spaces (excluding transit points) **and the major city (if the province has one)** contain independent markers. Independent Armies that are stacked together, defend in battle as one combined force (**use the highest battle rating in the stack**). However, since they move separately, they never attack together.

IF DEFEATED: If the Independent Army is defeated, it is removed from play. *Exception, the Scythians and Illyrians are placed back in their holding boxes and may reenter play if activated again by the appropriate Tyche card.*

IF VICTORIOUS: If the Independent Army wins the battle, it remains in its location and removes the non-Independent control marker (if any). An Independent Army never loses strength due to battle losses.

IF A DRAWN BATTLE: If the battle is a draw, the Independent Army is unchanged; it does not lose strength in drawn battles. If it was the attacker, it must retreat to the space from which it entered the battle. An Independent Army that must back up one space does not remove any control markers that segment.

16.6 Independent Armies and Overruns

Independent Armies may conduct overruns provided they meet the conditions of Rule 9.6. The Combat Strength of the Independent Army equates to the number of CUs for purposes of overrun.

ROYAL FAMILY AND LEGITIMACY

17. LEGITIMACY & PRESTIGE

Legitimacy is the perception of the ruling elite and the Army as to how well a faction represents and supports traditional Macedonian political and social values. The Macedonian generals strove to acquire legitimacy, either through guardianship of the heirs or through marriage to a relative of Alexander the Great.

17.1 Purpose

Legitimacy Points (LPs) serve four purposes:

- They are used to achieve victory (rule 20.1, 20.2).
- They provide protection from the *Mutiny Tyche* card #54
- They are used to determine if a player may use his RA units during a battle (rule 14.3).
- The player with the most LPs receives the Macedonian reinforcement bonus (rule 5.2).

17.2 Sources

Legitimacy comes from the following sources:

- **ALEXANDER'S TOMB:** see 17.4.
- **ROYAL FAMILY MEMBERS:** The six royal family markers provide legitimacy points to the faction controlling them. If you control more than one Heir—you may only count the legitimacy value of one of them (your choice). You may, however, count legitimacy of all the female family members in your faction.
- **STRATEGOS OF EUROPE:** The player controlling the province of Macedon receives the Strategos of Europe marker to place on his faction card. This marker is worth 2 LPs.
- **GENERALS:** Perdicas has 1 LP for being the senior commander at the time of Alexander's death. Leonnatus has 1 LP for being in the royal family (although not in line for succession).
- **CHAMPION OF THE RIGHTFUL HEIR:** 3 LPs (see 17.5).
- **CONDEMNATION:** This Tyche card reduces your Legitimacy by three points (−3). Legitimacy may never fall below 0.

17.3 Beneficiaries

All LPs apply to your faction as a whole and all your generals benefit from your faction's legitimacy even if they are not stacked with the source of the Legitimacy. However, some sources of legitimacy are personality dependent, i.e., Perdicas and Leonnatus, and disappear upon the elimination of the carrier of the Legitimacy.

17.4 Alexander's Body and Burial

Alexander's body is not worth any Legitimacy until it is buried. Perdicas ordered a luxurious funeral cart to be built to carry it to Macedon where it was to be buried with the other Temenid Kings. The funeral cart will be ready on Turn 2.

The body may not be moved or buried on Turn 1. Starting on Turn 2, a faction can earn Legitimacy by creating an honorable final resting place for Alexander. To do this, you must bury it at a major city (including Babylon). The major city does not need to be in your control. If the body is buried at Pella, your faction receives **10 LPs**. These 10 points can never be lost. Burial occurs after combat, so the Army carrying the body must first win any battle it initiated entering the major city space. Burial does not require any MPs or card play. Flip

the Funeral cart to its Tomb side—it cannot be moved any further. See also Sacred Ground (17.6). **You can bury the body only on your own turn or during the End of Turn phase.**

If the body is **not** buried at Pella, then whoever controls the major city where the body is buried receives the Guardian of the Tomb Legitimacy marker worth **2 LPs**. If control of the major city changes, the Tomb Legitimacy marker is immediately given to the new owner.

TURN FOUR: If the body has not been buried by the start of Turn 4 it is removed from play. The body is considered stolen and lost to history.

17.5 Champions and Successors

All players are either Champions or Successors. All players start the game as Champions—defenders of the Macedonian Empire and “champion” of the rightful heir. This status is worth 3 LPs to the faction. A player who is not a Champion is a Successor. A player who wishes to keep his Champion status may only attack Successors and Usurpers. They lose the Champion status the instant they attack* another player who is also a Champion (and not the Usurper). Indicate the loss of this status by flipping over the marker to its Successor (0 L) side. Your Legitimacy rating is adjusted before the battle starts, so this can effect Royal Army Macedonians in the battle.

Once you become a Successor you may attack any player without any further penalty, and all players may attack you without losing their Champion status. A Successor regains his Champion status the instant his victory point total reaches 0.

***DEFINITION OF ATTACK:** Attack in this case, is defined as attacking or overrunning another player's CUs, or rolling on the Siege Table against another player's major city, or declaring a naval Interception (note that a land Interception is always considered defending unless using Optional Rule 23.2). If you enter a space intent on a battle or declare a siege roll or an Interception, but the other player Avoids Battle, backs up one space, or otherwise effectively cancels the action, then no aggression is acknowledged and Champions Status is not lost. Removing another faction's control marker or capturing a royal family member does not constitute an attack.

17.6 Prestige

The only function of Prestige Points is to modify the Legitimacy value of a commanding general for the purpose of the *Mutiny* card (#54) and to determine if Royal Army Macedonians will fight (14.3). Each Prestige Point counts as 1 LP in those two situations. Prestige does not count in any way towards victory.

Prestige Points modify the Legitimacy value of a general. Unlike Legitimacy, prestige only applies to the space where the bearer is located and is not applied to a faction as a whole. If the bearer of any Prestige is eliminated from the game, any Prestige Points affiliated with that general disappear.

Prestige comes from the following sources:

- **SACRED GROUND:** The space containing Alexander's body or tomb is considered sacred ground and gives the Army possessing the body or burial site **four (4)** Prestige Points if attacked. These points are not used if the Army possessing Alexander's body is the attacker.
- The generals Craterus and Ptolemy were very popular with the Macedonian troops and each has two Prestige Points. The general Eumenes, being a Greek in a Macedonian world, was not popular with the Macedonians and has **−2** Prestige Points.


- Defeating Independent Armies (if optional rule 23.1 is used).
- Tyche card #57, “The Gift of Oratory” provides a general with five Prestige Points, but its effects last only until the end of the current Movement or Tyche Segment.

Example: Gift of Oratory is played by an inactive player in order to protect his major general from the Mutiny Surprise card. Gift of Oratory is then removed after the phasing player has completed his segment.

Don't be confused by Legitimacy and Prestige.

Legitimacy applies to all your generals and is important for victory (except on the last turn).

Prestige applies to only the space where the general with the prestige is located. Prestige does not count in any way towards victory.



18. ROYAL FAMILY MEMBERS

18.1 Purpose and Control



Royal family members under your control can provide Legitimacy Points. You control a royal family marker if it is active and you have a control marker, general, Army, or CU stacked with it. Heracles, Philip III, and Alexander IV are Heirs and always active; they are pawns which may be captured and controlled without restrictions. Olympias, Cleopatra and Thessalonice are females and can only be controlled if you can activate them.

18.2 Inactive Royals

Olympias, Cleopatra and Thessalonice start the game inactive. While inactive they do not provide LPs, and may not be moved (except with Tyche card #27, *Plans of Their Own*). They each have a Tyche card that activates them. Once activated, they may be moved normally by the controller. If captured by another player, they immediately return to their inactive status.

18.3 Marriage to Cleopatra or Thessalonice

To control Cleopatra or Thessalonice you must marry them to a general in your faction (you do not have to designate any particular one). The marriage can only take place if the following conditions are met:

- You have played the appropriate Tyche card (#31 or #32) during any friendly Tyche Segment of the current turn.*
- She is currently not controlled by any other player.
- You have an Army stacked with her. When inactive, and on a major city space, Cleopatra and Thessalonice are always considered outside the major city. *You cannot lock up an inactive royal inside one of your major cities.*

**The lady will honor her offer of marriage until the end of the turn. Place the marriage card in front of you for all players to see. If the marriage has not happened by the end of the turn, the lady has lost interest and the marriage offer is no longer in effect. In either case, the marriage card is returned to the Tyche Deck at the end of the turn.*

Once a marriage takes place, you control them until they are captured or killed. If the lady is captured in battle, she immediately becomes deactivated (and the marriage ends), remains in the battle space and may not be moved by any player (except by *Plans of Their Own*)

until married again. There is no limit to the number of times these ladies may be married.

18.4 Movement

Royal family markers may not move by themselves. They must be carried by an Army. An Army carrying a royal family marker may pick up and drop off such counters at any time during its movement. A royal family member moved by an Army cannot be moved by any other Army of the same faction until the next segment or round.

18.5 Capture

Royal Heirs (Heracles, Philip III, and Alexander IV) can be captured in the following ways:

- If in a defeated Army—they are captured after a battle by the victorious Army.
- If inside a major city controlled by another player, the heir is captured if the city is successfully Besieged.
- If alone in a space (including inside an independent major city) they are captured by a general or Army that enters its space—heirs cannot hide inside an independent major city.

You may not capture an inactive Olympias, Thessalonice or Cleopatra. If they are active and part of a defeated Army, they immediately return to their inactive status.

18.6 Death of a Royal Family Member

There are only two ways to eliminate a Royal Family member:

- Target the counter with the *Drink the Hemlock* Tyche card event.
- Heracles and Alexander IV may be assassinated when they come of age if the player controlling them wants to prevent them from assuming the throne (see 21.4).

19. THE ISOLATION PHASE

19.1 Purpose

During this phase, each player (in Turn Order) must remove all his control markers in non-major city spaces that are isolated.

19.2 Definition of Isolation

A control marker is isolated if the player cannot trace a continuous and uninterrupted path of spaces from the control marker to either a friendly CU, or to a friendly controlled major city (Besieged or not). A general by himself is not sufficient to prevent isolation. The path can use Land, Mountain, Straits, Sea and Trans-Mediterranean paths.

The path *can* enter:

- any Friendly Controlled Space regardless of the presence of enemy units.
- any Neutral Space **free of enemy Armies and CUs.**
- any Enemy Controlled Space that contains one or more friendly CUs.

The path *cannot* enter:

- an Enemy Controlled Space unless a friendly CU is present.
- a Neutral Space if occupied by an enemy Army or CU.

20. HOW TO WIN

20.1 In General

There are three different ways to win the game:

- 1) **LEGITIMACY:** Become the legitimate successor of Alexander by collecting 18 Legitimacy Points.
- 2) **VICTORY POINTS:** Have the most VPs at the end of the game or enough to satisfy an Automatic Victory (20.2). VPs comes from controlling provinces and satisfying certain key political-economic conditions.
- 3) **REGENT:** Be declared the regent when either Heracles or Alexander the IV comes of age (rule 21.4). To be declared the regent, you must control the heir *and* have a combined value of LPs plus VPs that is greater than any other player (these two values are only combined when determining the regent).

20.2 Automatic Victory

An Automatic Victory ends the game **immediately**. You can win an Automatic Victory at any time **starting on Turn 2**. To achieve an Automatic Victory you must have at least 23 VPs (in a 4-player game) or 18 LPs—you may not combine the two for an Automatic Victory.

20.3 End Game Victory

If nobody has won by the end of Turn 5, then Legitimacy is no longer valid to a win and victory is determined solely by VPs. Each player counts up his VPs, the person with the most wins. In case of a tie, use the following (in order) as a tie-breaker:

1. Control of Macedonia.
2. Greatest number of Macedonian CUs (Loyal, Royal plus Silver Shields).
3. The player with the general with the highest seniority.

20.4 Victory Points

VPs are tallied as soon as you acquire or lose them. Players keep track of their VPs by using their VP marker on the Record Track. Players may earn more than 29 VPs but the conditions of an Automatic Victory would probably apply. VPs come from the following sources:

PROVINCES: A player receives VPs for controlling provinces (the number of VPs is listed in a yellow box inside the province). A player controls a province if he controls the majority of its spaces (ignoring Transit Points) and controls the major city in the province if the province contains one. *Example, a player Controls Media if he has at least five Control Markers in the province, one of which must be in Ecbatana.*



THE LARGEST FLEET: *This represents dominant control of the Mediterranean trade.* The player with the largest fleet (**do not count the Pontic fleet**) receives 3 VPs. These points are given to the player who has at least three fleet points and more fleet points than any other player. If two or more players are eligible, then nobody receives this award. This award can be retained even if your fleets are dispersed (13.6).

THE HELLESPONT: *Control of both sides of the Hellespont enables a player to control and tax all the trade into Pontus Euxinus (the Black Sea). This was extremely important to cities such as Athens that depended on grain from the Black Sea area.* The player controlling all five spaces bordering the Hellespont (indicated with a small H on the map), receives these 2 VPs.

KING OF ASIA: *This represents the additional wealth generated from the trade between the east and west.* A player is declared the King of Asia if he controls all three of the following provinces: Babylonia, Phrygia and Syria. This is worth 4 VPs.

21. THE TURN RECORD TRACK

21.1 The Funeral Cart is Built

Alexander's Body may not be moved until a funeral cart is built. The funeral cart is considered built at the start of Turn 2. The body is carried like any other royal family marker.

21.2 Demetrius

This general arrives at the start of Turn 3 (place him as if he is a reinforcement). Demetrius is the son of Antigonos and goes to the player who was dealt Antigonos, even if that general has been eliminated from the game.

21.3 Polyperchon and the Death of Antipater

Antipater dies of old age at the start of Turn 3 and on his death bed announces Polyperchon to replace him (*much to the chagrin of his son Cassander*). Place the Polyperchon marker on Antipater's card to indicate this. Polyperchon uses the same stand-up leader counter as Antipater and the same ratings (except rank). If Antipater dies before Turn 3, then he comes back instantly as Polyperchon, and is placed on any space controlled by the owning faction. Note that the Strategos of Europe is not a permanent attribute of Antipater/Polyperchon, but goes to the faction controlling Macedon.

21.4 Heracles and Alexander Come of Age

At the start of Turn 4 Heracles comes of age and is now old enough by Macedonian custom to become king. At the start of Turn 5 Alexander the IV comes of age. The player controlling the heir at that time must either end the game by proclaiming him king or must murder him. The regent will be the player with the highest *combined* total of Victory Points plus Legitimacy Points. A player cannot proclaim an heir king if he is unable to become regent. If the heir is murdered, remove him from the game and resume play.

TIES: If two or more players have the same high number of points then resolve the tie according to the guidelines in rule 20.3. If the player controlling the heir would not win the tie, then the heir must be murdered and the game continues.

IF UNCONTROLLED: If Heracles or Alexander IV are uncontrolled when they come of age, then the game ends immediately with proclamation of the new king. Count VPs plus LPs as described above—the winner becomes the regent. Ties are resolved as above.

22. PREPARE FOR PLAY

22.1 Setup

Shuffle the deck of Tyche cards and set it aside.

GENERALS: Take out the 11 rectangular general pieces and place them in the plastic stands provided.

CONTROL MARKERS: Take out the round control markers and give each player the markers of one color.

ROYAL FAMILY MARKERS: Place Alexander's body and Alexander IV in Babylon (Babylonia). Place Heracles in Damascus (Coele Syria), Cleopatra in Sardis (Lydia), Olympias in Nicopolis (Epirus),

Thessalonice in Pella (Macedonia) and Philip III in his holding box on the map. Cleopatra, Thessalonice and Olympias start the game inactive (18.2).

INDEPENDENT MARKERS: Place one Independent Marker on each green space on the map (place 3's in the green squares and hexagons, and place 1's in the green circles). These represent areas that are independent of Alexander's empire.

INDEPENDENT ARMIES: Place the five Independent Armies in their respective boxes on the map. The Greek Army and Ariarathes of Cappadocia both start activated and are positioned to their starting spaces, the other three remain in their holding box until activated with a Tyche card.

THE VACANT SPACES: The remaining blue spaces represent Macedonian controlled territory. These spaces are considered Neutral to all players and are up for grabs in the power struggle that will commence when the game begins.

22.2 Assign and Place Generals

Separate the eight primary general cards from the Tyche Deck and deal out (face-up) two to each player. Primary generals have a purple horizontal bar across the top of their card. Each player (starting with the player who was dealt Perdicas and proceeding clockwise around the map board) should place his two generals with their starting troops and control markers on the map as specified on the card.

The three Remaining Generals: Demetrius is placed on the Turn Track and will enter play as a reinforcement; the Eumenes and Seleucus general cards are shuffled into the Tyche deck (8.5). See optional rule 23.5 for an alternative.

22.3 Champions of the Temenid Dynasty

Give each player a "Champion" marker. All players start as defenders of the Macedonian Empire and *champion* of the rightful heir.

22.4 Markers

Place the Turn Record Marker on the first space (323 BC) of the Turn Record Track. Place all the markers (Fleets, Philip III, Legitimacy/prestige, Victory Points) and the three special combat units (the Silver Shields, the Helepolis and the Indian Elephant Corps) in their respective holding boxes printed on the map. Each player places his L and VP markers in the appropriate space on the Record Track.

23. OPTIONAL RULES

23.1 Prestige for Defeating Independent Armies

A Major General who defeats an Independent Army receives one Prestige point. The general keeps this point until he dies, even if the Independent Army reenters play.

DESIGNERS NOTE: This rule has been placed in the optional category because it makes keeping track of a target Army's Legitimacy more difficult (players often forgot to look to see if the target commanding general had any prestige markers). This rule is only recommended for experienced players.

23.2 Interception Options

A player who successfully intercepts has the option to become the attacker if he wishes. His options are now:

A) he can immediately attack, in which case the moving player can either accept battle or attempt to avoid the Interception (use the Avoid

Battle rules). The attacker (the one who intercepted) would lose his Champion Status if a battle is joined and the moving player was a Champion.

B) he can defend, in which case the moving player can either attack or back up his Army one space (Refuse Battle) in the direction it came from and end its movement.

23.3 Interceptions and Avoid Battle by Independent Armies

Any non-moving player may attempt to intercept or Avoid Battle with an Independent Army at the cost of discarding a Surprise card. The discard allows only one attempt, but other attempts are allowed (later in the opponent's move or later in the turn) as long as the player has a Surprise card for each attempt. Each discarded Surprise card is replaced by another Tyche card from the deck. If more than one non-moving player wants to intercept or Avoid Battle with the same Independent Army, then use the current Turn Order to determine who gets to do the attempt. **Independent Armies have an assumed initiative of 2, for interception capability.**

23.4 Dispersed Fleets

Instead of Dispersed Fleets returning automatically at the start of each turn, Fleets remain in the Dispersed Box until the controlling player discards any non-Surprise card (of any value) to bring it back into play. Each card spent in this fashion can bring one fleet out of the Dispersed Box on its reduced side. A fleet can return to play in the same turn it is lost.

23.5 Seleucus and Eumenes

Seleucus and Eumenes are not shuffled into the Tyche Deck. Instead they are placed to the side. Any player who has had a Major General killed may purchase one of the generals (his choice) at the cost of discarding one 4-OPs Tyche card during his Tyche Segment. The general (along with any troops indicated on his card) are either placed on the map as a reinforcement with all the restrictions thereof (5.3) or in any space in the general's optional starting location that does not contain an enemy CU or an Independent Army. **The space may contain an Enemy control marker.**

DESIGNERS NOTE: This rule is recommended for players wishing to play a more balanced game.

24. TWO AND THREE PLAYER GAMES

24.1 The Two Player Game

OPTION 1

GENERALS: Deal out four primary generals to each player.

AUTOMATIC VICTORY: A player needs 29 province points or 18 Legitimacy points to win an automatic victory.

TYCHE CARDS: Each player is still dealt five cards, but deal out ten extra cards for the possible events and bonuses that they may contain. After the second player has finished his move, reveal two of the cards. If it contains an Unrest, Unrest Spreads, Plans of Their Own, or one of the three independent armies, the event occurs. Ignore all other events. Determine randomly who performs the event.

OPTION 2

At the start of the game, distribute only six primary general cards (three to each player). Take the Lysimachus and Leonnatus primary general cards and insert them into the Tyche deck. When these general cards are played, the general and his CUs are placed as a reinforcement, or placed in any space in their starting province that does not contain an enemy Army, CU or general. If the general is placed in his starting province, the owning player may also place a friendly control marker in any space of the starting province that does not contain an enemy Army, CU or general. *Note, this may cause the capture or deactivation of Royal Family members that are not stacked with an Army, CU or general.*

AUTOMATIC VICTORY: Same as Option 1.

TYCHE CARDS: Same as Option 1.

24.2 The Three Player Game

OPTION 1

GENERALS: At the start of the game, distribute only six primary general cards (two to each player). Take the Lysimachus and Leonnatus general cards and insert them into the Tyche deck (see 24.1, Option #2 for the placement procedure when the Lysimachus and Leonnatus cards are played).

AUTOMATIC VICTORY: A player must have 26 victory points or 18 Legitimacy points to win an automatic victory.

TYCHE CARDS: Similar to the two player game except deal out only five extra cards and reveal only one of the cards after the third player has moved.

OPTION 2

GENERALS: At the start of the game, distribute all eight primary general cards and the Eumenes card (three to each player). Take the Seleucus general card and insert it into the Tyche deck.

AUTOMATIC VICTORY: Same as Option 1.

TYCHE CARDS: Same as Option 1.

CARD CLARIFICATIONS

1. **DRINK THE HEMLOCK:** You may not use Drink the Hemlock to remove a Royal Family member outside a city where you are besieged. This includes inactive women, since inactive women are always outside major cities.

11. **PONTIC FLEET:** This does not count towards The Largest Fleet VPs.

15. **CONDEMNATION:** The effect of Condemnation if played while a general is condemned is that that general immediately gains 3L (and can trigger auto victory), then may be placed under condemnation again (thus losing 3L).

24. **DESERTIONS:** You can use Desertions on an army besieging you.

58 **AHURA MAZDA & AHRIMAN:** He who plays Ahura Mazda gets to keep the drawn card, but does NOT draw another from the deck (as the normal replacement for a surprise card).

Summary of Changes from 1st Edition

THE TYCHE SEGMENT

- You may move a general with a Tyche card. The movement allowance equals the Operations Number.
- You can build additional troops with Tyche cards.

FORAGE SEGMENT

- Major Cities now have a Forage value of 8.
- Elephant CUs are now counted when determining Forage Limits.

MOVEMENT AND OVERRUNS

- **Hostile Spaces:** You are not attacked by Hostile Tribes if you stop or subjugate in the Independent Stronghold space. Only if you pass through without stopping.
- **Overruns:** Only the number of CUs is important in an Overrun—the type, combat strength, Legitimacy, Local Troop Points have no effect in an Overrun. 5 CUs (of any type) always overruns 1 CU. 10 CUs overruns 2 CUs.

INTERCEPTIONS AND AVOID BATTLE

- **Transit Spaces:** Now have a –1 drm when a player wishes to Intercept or Avoiding Battle into.

COMBAT

- **Refuse Battle:** An Army or general intercepted is never required to give battle; it may instead back up to its last occupied space and end its movement.
- **Leader Loss check** for the general who won the battle is less severe than in the 1st edition (6 rather than 5 or 6).
- **Surrender:** Major Cities without CUs no longer surrender without a fight. They must be taken by Siege. The number of siege points required is determined by the number of CUs inside the major city. 0 CUs = 1 Siege Point, 1 CU = 2 Siege Points, 2 CUs = 3 Siege Points.

NAVAL RULES

- An Army using naval movement does not have to stop in a space containing enemy CUs.
- Fleets now remain on their stronger side until the end of the game if not reduced by combat or new ownership.
- Control of the Caria fleet is based on control of Caria alone—control of Cilicia is no longer required.

INDEPENDENT ARMIES

- Now have an intrinsic general rating printed on their counter.
- May enter Major Cities but may not Siege.
- The Scythians, Illyrians may regenerate if their card is played again.

LEGITIMACY AND ROYAL FAMILY

- **Champions** may now attack Successors without losing their Champion status.
- **Royal Family:** You may now count the legitimacy of all female royal family members in your faction. *Only one heir!*

- **Alexander's Tomb:** If the body is not buried in Pella, then the two LPs for burying the body are now associated with the major city, and whoever controls the city receives the legitimacy.
- **Cleopatra and Thessalonice:** When you play the card, the marriage offer last for the entire turn. If inactive and in a major city space, they are considered outside the major city. When active they can be brought inside the city. They marry into the faction—it is not necessary to indicate which general they have married.
- **Prestige for Independent Armies:** Has been moved to the optional rule section.
- **Antipater and Polyperchon:** When Antipater dies he is immediately replaced by Polyperchon. Polyperchon has the same ratings (except Rank) as Antipater so no general card or general stand is removed.

VICTORY

- **Automatic Victory:** Players no longer need to hold their automatic victory for one turn—it is now an instant victory.
- Largest Fleet bonus requires at least three fleet points.
- Upgraded fleets count for determining Largest Fleet Victory Points.
- Phrygia replaced Lydia for the Lord of Asia Victory Point Bonus.

HISTORY OF THE THREE EDITIONS

Successors was originally published in 1997 by the Avalon Hill Game Company. A number of years later John B. Firer and Mark Simonitch self published a 2nd Edition, but it was not widely distributed. Many of the changes incorporated in that work are to be found in this edition. This GMT publication can be considered the third edition.

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