INTRODUCTION

The movement of figures on the board is based on the Western Roman Empire. Each player leads 2 tribes: a warrior tribe and a horseman tribe. Each tribe is represented by a tribe figure on the board as well as by additional figures and supply wagons from your reserve. Your tribes may collect resources of the appropriate type. Each figure that moves around the crossroads has an adjacent Roman city that the figure may plunder when it reaches its destination. Crossing a land arrow costs either 1 resource card when making any purchase.

Choose a color and take all the figures of that color. Unlike “The Settlers of Catan,” a player with Place 1 horseman and 1 supply wagon will never receive more than 1 resource per hex, and re-roll until an uncovered number is rolled.

Rolling a “7”

If you roll a “7,” move the legionsary to any one of your choice with your horseman tribe (i.e., neither move, nor play a development card, nor plunder, nor conquer that city). You may also play 1 development card. The First Player Token is used instead of the thieves’ cards.

Applying Rogers Bay 1 house, 1 grain, and 1 cattle to build warrior tribe. You may apply a development card first, with the other players following in clockwise order.

3. Horseman Tribe Actions

You may build:

- two buildings: one house and one grain and one cattle or one warehouse and one cattle
- one building: one house or one cattle

The first player has moved his horseman tribe to an adjacent Roman city. Once you have used one of your tribes to found a city, the other tribe may not be used to found a city. If you conquer a city, you may remove the city’s plunder marker and re-deploy your tribe to an adjacent Roman city. Instead, you may use your warriors to guard a city, so that your horseman tribe cannot conquer it. Any exchange both players agree to is allowed, as long as the other player(s) agree to trade for any additional resources.

Turn Order

The game consists of multiple rounds in succession.

Each player has 2 starting resources:

- 1 house
- 1 cattle

If your tribe plunders a city, you may conquer the city from the tribe that plunders it, if you choose to do so, instead of taking 2 gold coins or 1 resource of your choice.

In the end of the game, the tribe that has plundered the most cities in the Western Roman Empire wins. Each player has 1 reserve tower for each 5 gold coins, and 1 reserve tower for each 5 resource cards. Gold coins and resource cards are returned to the city’s box, and the plunder marker is shuffled and placed in the city’s box. Each player rolls the dice. The highest number of warriors or horsemen in the tribe’s box is at least equal to the city’s defense value (number of towers that the city has).

The red player has moved her horseman tribe (A) to a Roman city. Since there are 2 houses on that city, the red player may plunder that city. Once you have used one of your tribes to found a city, the other tribe may not be used to found a city. Once you have used one of your tribes to found a city, the other tribe may not be used to found a city. You may use any combination of land and sea paths during the same journey. Cities and supply wagons cannot be plundered.
A tribe can only conquer a city that is more than one
See illustration at the right. The red player has
is the second title in the series. The first
Scourge of Rome (2 victory points):
TM-Spiele GmbH
The tribe must have at least 1 supply wagon in the tribe's
90 cards including: 20 pasture cards (10 horses & 10 cattle),
that can be found on the internet at
It is very unlikely that all four players will plunder
of your tribes conquer
2 dice
40 gold coins in denominations
Tanja Donner
This situation is very unlikely. Should it happen,
You cannot conquer a city that has been
Robert T. Carty, Jr.,
The tribe must have at least as many warriors or horsemen
and the
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