


# PERSIANS


## A. The Persian Kingdom

- The Persian Kingdom extends over two Areas: *Mesopotamia* and *Persis*.
- Persia also receives a **2**  **extra income** from the *Persia Orientalis* box, representing the easternmost parts of the Kingdom not shown on the map. This is treated as a city income exclusive to Persia.
- Into the East: When using the '*Into the East*' map extension, the *Persia Orientalis* box is ignored.


## B. Founding the Persian Empire

- When checking for Transition to Empire, Persia applies one extra **D10** modifier:
  - **+1** per client state (Armenia, Colchis, Iberia)
- When it does transition, the age of the new Empire is **3** instead of 1.

## C. Kingdom Administration

- **Persia: 41**  (provinces **21**, cities **10**, capital **5**, commerce **0**, caravan **1**, tribute **2**, off-map **2**)
- At the *beginning* of its administration phase, Persia's treasury is adjusted (according to its age):
  - age **1-4** no change; age **5-8** two-thirds kept; age **9-12** half kept.

## D. Persian Elephants

- Starting with **turn 2** (375 AD), Persia can purchase elephants.
- The elephant is a normal (not elite) **double heavy unit** . It counts as two heavy units when determining advantages but is still eliminated by a single hit.

## E. Sapor II Campaign of 350 AD

- At least one unit must be left as a garrison to control each Byzantine province. Control of the *Asia*, *Cappadocia*, or *Oriens* Areas does not grant Persia control of those Areas' empty provinces.

## F. Persian Garrisons

- Persia has **6 satrapes** (garrison infantries); these may attack inside *Mesopotamia* and *Persis* only.
- The *satrapes* are automatically **redeployed** within their two Areas at the end of the Persian military phase activation (controlled *provinces*).
- *Satrapes* displace non-garrison units to adjacent controlled provinces in order to make room for themselves within stacking limits. Excess *satrapes* beyond the stacking limits must also be placed into adjacent controlled provinces.

## G. Julian Persian Campaign of 350 AD

- If Ctesiphon is captured by Emperor *Iulianus* on **turn 1**, a special peace may be imposed on Persia (→ **Byzantines Player Aid**).

## H. Persian Resistance

- When a Persian-controlled province in *Mesopotamia* or *Persis* is entered by an enemy, Persia immediately receives **1 free unit** of its choice.
- Elite units are received damaged (flipped).
- The unit received can be placed either in the province or in a former Persian province left unoccupied by the intruder (i.e. behind enemy lines).

## I. Fall of Ctesiphon

- Each time Persia loses its capital, it receives an *In Decline* marker and loses **5 VP**.
- The capital may be moved back to Ctesiphon at no cost if Persia regains control of the city. This can occur at any time during a Persian Administration or Military phase. If the capital moves to a pillaged Ctesiphon city site, it remains pillaged.

## J. The Kingdom of Armenia

→ **Byzantines Player Aid**

## K. The Kingdom of Iberia

→ **Byzantines Player Aid**

## L. The Kingdom of Colchis

→ **Byzantines Player Aid**

## M. Islam and the end of the game

- At the **end of turn 11**, a die roll check is made to see if Islam has been created.
- Roll of a **D10** with the following modifiers:
  - **+1** if there was a war between Persia and Byzantium on turn 10
  - **+1** if there was a war between Persia and Byzantium on turn 11
  - **+1** if there are 5 or more Heresy markers on the map
  - **+1** if there is a Heresy in a Persian Area
- If the result is **> 6**, the game **ends immediately**. Score VPs as if this were turn 12.
- Otherwise, play turn 12 normally.

### Movement Allowances

Cavalry, Nomad Horde, Fleet	4
Infantry, Horde	3

Purchase Costs	Kingdom	Empire
Noble Cavalry	5 	10 
Elite Inf. Heavy Cavalry	4 	8 
Heavy Inf. Horse Archer	3 	6 
Infantry	2 	4 
City Fortifications 15 		Fleet 10 

# VICTORY POINTS

## VIKINGS



### Raid from Scandinavia

#### Bonus

Each unit eliminated while raiding .....	1
Each <b>Raid</b> – or <b>Raid +</b> marker .....	1 or 3

## PERSIANS (#3)



#### Bonus

Creating an Empire .....	20
Each Barbarian, Byzantine, or Roman eliminated .....	1
Each Raider eliminated .....	1
Each Persian city looted .....	-2
Each time the capital is looted (includes the Persian city penalty) .....	-5
Attacking Byzantium or Rome with at least 10 units at once .....	20

### TURN #3: 400–424 AD

Each of Aegyptus, Phoenicia, Syria .....	10
Each of Armenia, Armenia Minor, Azeria, Osroene, Palestine .....	5
All provinces of <i>Oriens</i> .....	15

### TURN #6: 475–499 AD

As for turn #3.

### TURN #9: 550–574 AD

Each of Armenia, Armenia Minor, Cappadocia, Osroene, Phoenicia, Syria .....	7
Each of Kushania, Palestine, Palmyrene, Pontus .....	5
Each province in <i>Aegyptus</i> , <i>Asia</i> , <i>Cappadocia</i> , <i>Caucasus</i> , or <i>Oriens</i> ...	3
All provinces of <i>Aegyptus</i> , <i>Cappadocia</i> , <i>Caucasus</i> , or <i>Oriens</i> (each) ..	10
All provinces of <i>Asia</i> , including Cyprus .....	20

### LAST TURN: 625–649 AD

As for turn #9.

## Player 3 – Persians

Alans	Nomadic
Euskalduns	Inactive Independent
Gepids	
Herules	
Iberians	
Jutes	Raiders
Persians	
Scots	
Vandals	
Vikings	

## ALANS (#8)



#### Bonus

Create a Kingdom in <i>Hispania</i> .....	10
Create a Kingdom elsewhere .....	5
Each Byzantine, Frank, Hun, Roman, or Visigoth eliminated .....	1
Each turn under Foedus .....	3

### TURN #6: 475–499 AD

Hispalensis .....	8
One or both of Aquitania and Cartaginensis .....	7
One or both of Carpetania and Liger .....	3
Each other province in <i>Hispania</i> and both <i>Galliae</i> .....	1

### TURN #9: 550–574 AD

Hispalensis .....	8
Each of Baetica, Cartaginensis .....	7
Each of Carpetania, Castulum, Cuneus, Emeritensis, Lusitania .....	3
Each other province in <i>Hispania</i> .....	1

### LAST TURN: 625–649 AD

As for turn #9.

## VANDALS (#11)



#### Bonus

Creating a Kingdom in <i>Africa</i> .....	10
Creating a Kingdom elsewhere .....	5
Creating an Empire in <i>Africa</i> .....	20
Creating an Empire elsewhere .....	10
Entering <i>Africa</i> (province) ( <b>once</b> ) .....	8
Each non-Vandal eliminated .....	1
Each turn under Foedus .....	3

### TURN #3: 400–424 AD

Each of Provenca, Septimania .....	5
Each of Alpes, Tarraconensis, Vienna .....	3

### TURN #6: 475–499 AD

<i>Africa</i> (Barbarian) .....	10
<i>Africa</i> (Civilized) .....	15
Each of Libya, Numidia, Sicilia, Utica .....	7
Each of Corsica, Mauritania, Sardinia, Tingitania .....	3
Each province in <i>Mauretania</i> .....	2
Each other province coastal to the Mediterranean .....	1
All provinces of <i>Africa</i> .....	15

### TURN #9: 550–574 AD

As for turn #6.

### LAST TURN: 625–649 AD

As for turn #6.



🔥 = Raiders 🏰 = Raiders that become active nations ⚔️ = Barbarian 🏹 = Nomadic Barbarian  
 👑 = Kingdom 🏰 = Empire **A nation under vassalage earns only half of its normal VPs.**

## ⚔️ HERULES (#13)



### Bonus

Creating a Kingdom in <i>Italia</i> .....	10
Creating a Kingdom elsewhere.....	5
Entering Umbria ( <b>once</b> ).....	4
Each Byzantine, Frank, Goth, Hun, Lombard, or Roman eliminated.....	1
Loot of Roma ( <b>once</b> ).....	15
Each turn under Foedus.....	3

### TURN #6: 475–499 AD

Latium.....	12
Umbria.....	7
Each of Beneventum, Spoletum, Venetia.....	3
All provinces of <i>Italia</i> , <b>excluding</b> the island provinces.....	10

### TURN #9: 550–574 AD

As for turn #6.

### LAST TURN: 625–649 AD

As for turn #6.

## ⚔️ GEPIDS (#14)



### Bonus

Creating a Kingdom in <i>Danubius</i> .....	10
Creating a Kingdom elsewhere.....	5
Each 🏰 in non-heretical Christian (Catholic) province income ( <b>once</b> )..	1
Each Avar, Byzantine, Hun, or Roman eliminated in <i>Danubius</i> or <i>Illyria</i> .....	1
Each turn under Foedus.....	3

### TURN #6: 475–499 AD

Pannonia.....	8
Each of Dacia, Hypanis, Tisia, Valachia.....	7
Each of Carpathia, Hunnia, Moravia.....	3
All provinces of <i>Danubius</i> .....	15

### TURN #9: 550–574 AD

As for turn #6.

### LAST TURN: 625–649 AD

As for turn #6.

## ⚔️ JUTES 🔥 (#19)



### Bonus

Creating a Kingdom in <i>Britannia</i> .....	10
Creating a Kingdom elsewhere.....	5
Each 🏰 in non-heretical Christian (Catholic) province income ( <b>once</b> )..	1
Each Angle, Briton, Roman, or Saxon eliminated.....	1
Each <b>Raid</b> – or <b>Raid +</b> marker.....	1 or 3
Each turn under Foedus.....	3

### TURN #6: 475–499 AD

Each of Durnovaria, Maxima Caesariensis.....	8
Cantium.....	7

### TURN #9: 550–574 AD

Cantium.....	8
Each of Durnovaria, Maxima Caesariensis.....	7
Each of Cambria, Corinium Dobunorum, Dumnonia.....	3
At least 6 provinces in <i>Britannia</i> .....	10

### LAST TURN: 625–649 AD

As for turn #9.

## ⚔️ SCOTS 🔥 (#21)



### Bonus

Creating a Kingdom in <i>Caledonia Hibernia</i> .....	10
Creating a Kingdom elsewhere.....	5
Each 🏰 in non-heretical Christian (Catholic) province income ( <b>once</b> )..	1
Each Angle, Briton, Hibernian, Saxon, or Viking eliminated in <i>Britannia</i> or <i>Caledonia Hibernia</i> .....	1
Each <b>Raid</b> – or <b>Raid +</b> marker.....	1 or 3
Each turn under Foedus.....	3

### TURN #6: 475–499 AD

Gallovidia.....	8
Caledonia.....	7
Each of Dal Riata, Ultonia.....	3
All provinces of <i>Caledonia Hibernia</i> .....	10

### TURN #9: 550–574 AD

As for turn #6.

### LAST TURN: 625–649 AD

As for turn #6.

# TABLES (1/2)

## D2 checks (✓ pass, ✗ fail)

Time Phase, Events step, Caravans sub-step

- ✓ A **Barbarian** nation that controls a Caravan province loots it.
- Time Phase, Diplomacy step
  - ✓ When used to a) force an alliance with a target nation controlled by the same player as the card-playing nation, b) force the clientele of an independent minor Kingdom, or c) break an existing alliance or clientele, the **Alliance** card succeeds.
- Administration Phase, purchases step (Rome and Byzantium)
  - ✗ If *In Decline*, suffer a *Usurper* Calamity.
- Administration Phase, Revolts Subdual step
  - ✗ When a single-unit stack is eliminated (by failing the subdual), its leader is **eliminated**.
- Military Phase, Nation Activation step (start of)
  - ✓ A federate may denounce its Foedus (except on the turn immediately following its establishment).
  - ✓ A nomadic suzerain's vassal rebels. ✗ Lose 5 VP and a unit.
- Military Phase, Nation Activation step, Unit Stacks
  - ✓ (Movement) If the opponent does not control all the sea zone's coastal cities, a **naval interception** succeeds.
  - ✓ (Combat) An unsupported *Limes* eliminated after blocking an enemy stack inflicts a hit on the enemy.
  - ✓ (Combat) Against an attacker who did not cross a ridge or river, a mountains ambush succeeds.
  - ✗ (Combat) When a land stack is completely eliminated (before the subsequent recovery), its leader is **eliminated**.
  - ✓ (Combat) When a Barbarian leader besieges a **non-fortified** city, it **surrenders**.
  - ✓ (Could also occur during Time Phase, Diplomacy step) When an alliance expires or is broken (by Foedus or submission), in shared provinces where numerically equal stacks are present, the younger nation retreats. ✗ : the older one.

## Forced Transition to Kingdom (VII.C)

Time Phase, Status of Nations Step

- Barbarian nation of **age 5+** which has declined a voluntary transition.
- Roll a **D10** with the following modifiers:
  - 1 for every 10 🍷 in the nation's Treasury
  - +2 if the nation's horde is in a Barbarian Area
- Result ≤ **nation's age**: The nation *immediately* becomes a Kingdom.

## Forced Transition to Empire (VIII.B)

Time Phase, Status of Nations Step

- Kingdom controlling **3+ Areas** (Barbarian Areas = ½—no rounding)
- Exception: No check on the turn the Kingdom is created.
- Roll a **D10** with the following modifiers:
  - +1 for a leader with a combat bonus ≥ 2
  - +1 if *In Decline* (single side; +2 for doubled side)
  - +2 for each Civilized Area controlled beyond the first three
  - +1 for each Barbarian Area controlled
  - +3 if Roma or Constantinopolis are controlled
  - +1 each client → **Persian Player Aid: B**
- Result ≥ 8: The nation *immediately* becomes an Empire.

## Random Player Selection for Revolt Placement (XVI.B)

Time Phase, Events Step or

Administration Phase, Administration Cards step (calamity)

- Roll a **D10**: [1-3] Roman; [4-6] Persian; [7-8] Goth; [9-0] Hun

## Random Civilized Area Selection (Empire only) (XVI.C)

- Roll a **D10**:

### Western Map (D2 ✓):

[1] Gallia M.	[2] Illyria	[3-4] Britannia
[5] Gallia S.	[6] Italia	[7-8] Africa
		[9-0] Hispania

### Eastern Map (D2 ✗)

[1] Moesia	[2] Asia	[3] Cappadocia	[4] Graecia
[5-6] Aegyptus	[7-8] Oriens	[9] Mesopotamia	[0] Persis

## Raid Outcome (XI.E)

Time Phase, Events step, Raids sub-step

- Roll a **D10** with the following modifiers:
  - 1 per **Civilized unit** present in the target province and in any province or sea zone passed through when raiding in depth
  - +1 previous raid is Raid -; +2 if previous raid is Raid +
- Result
 

[≤4]	failure	One raiding unit is lost <b>permanently</b>
[5-6]	<b>Raid -</b>	Gain 1 🍷 and 1 <b>VP</b> , place the <b>Raid -</b> marker
[7-10]	<b>Raid +</b>	Draw a pillage marker, gain 3 <b>VP</b> , place the <b>Raid +</b> marker
[11-12]	<b>Raid +</b>	As [7-10] above and the <b>raiding unit(s)</b> remain in the target province
- The Raid marker lasts just one turn.
- A Raid + eliminates any *Limes* present.

## Exceptional Caravan (X.D)

Time Phase, Events step, Caravans sub-step

**D10**: [1-2] Aegyptus [3-7] Rhagae [8-9] Siraces [0] Tripolitania

## Empire Collapse (XIV.K)

Administration Phase, Income step

- Empire of age ≥ 9 which suffers **bankruptcy**.
- Roll a **D10** with the following modifiers:
  - +? each age above 9 (+1 age 10, +2 age 11, +3 age 12)
  - +1 if *In Decline* (single side; +2 if doubled side)
  - +1 per calamity suffered this turn
  - +2 if the capital was conquered on the previous turn
  - 1 per Area controlled other than the capital's Area
- Result ≥ 9: The Empire collapses and ceases to exist.

## Revolt Subdual (XVI.F)

Administration Phase, Revolts Subdual step

- Roll a **D10** with the following modifiers:
  - +1 per controlled unit present (whatever the type)
  - 1 if the Area is under heresy (or if the capital's Area is under heresy and the revolting province is of the same religion)
  - 1 national religion is different from the Area's
- A leader provides as many **re-rolls** as its combat bonus.
- City walls are ignored.
- Result ≥ 9: The revolt is subdual.
- Result < 9: The revolt continues and the nation loses 1 **unit** of its choice from among those present.