

Battle Table

Army Strength + Local Troops

DR	1	2	3	4	5	6	7	8	9	10	11-12	13-14	15-17	18-20	21-24	25+	DR
2-4	-	-	-	1	1	2	2	2	3	3	4	5	6	7	8	9	2-4
5-6	-	-	1	1	2	2	3	3	4	4	5	6	7	8	9	10	5-6
7	-	1	1	2	2	3	3	4	4	5	6	7	8	9	10	11	7
8	1	1	2	3	3	4	4	5	5	6	7	8	9	10	11	12	8
9	1	2	3	3	4	5	5	6	6	7	8	9	10	11	12	13	9
10	2	3	4	4	5	5	6	7	7	8	9	10	11	12	13	14	10
11	2	4	4	5	6	6	7	8	9	9	10	11	12	13	14	15	11
12	3	4	5	6	7	7	8	9	10	10	11	12	13	14	15	16	12

9 = make a leader loss check

Sequence of Play

8.1 Turn Order Phase

- Player w/ least VP decides who goes 1st

8.2 Label the Usurper

- Player with most VP's is Usurper

8.3 Reinforcement Phase (not on GT1)

- Players receive reinforcements (see summary)

8.4 Shuffle and Deal Tyche Cards

- Each player receives 5 cards

8.5 The Strategy Phase (strategy)

- * each phase consists of rounds
- * each player does one round in order

The Sequence of one Round

1. Surrender Segment

- Minor City surrender (replace marker)
- Free Siege and Subjugation Attempts
- Player gets one free Siege attempt

2. Tyche Segment

- Players may play OPs cards to
 - * Move a General (12.7)
 - * Place Garrison Markers (12.8)
 - * Train Troops (12.9)
 - * Play an Event Card (12.2)
 - * Play an Unrest Card (12.4)
 - * Play a Surprise Card (12.5)
 - * Play a Bonus Card (12.3)

3. Movement Phase (14)

- Players may do ONE of these
 - * Movement
 - Player rolls die and moves units
 - * Reinforcement
 - Players receives 1 Merc CU

4. Forage Segment (24.3)

Player check stacking limits (24.3)

8.6 Garrison Isolation Removal Phase

All Players remove all Isolated Garrisons (25)

8.7 End of Turn

Possible Prestige Points

5 Oratory	-2 Eumenes	1 Illyrians
4 Alex's Body*	1 Greek Army	1 Cappadocians
2 Craterus	1 Greek Colonist	
2 Ptolemy	1 Scythians	

Conversion/Removal Table

Surrender Phase

- * Enemy Garrison (EG) Minor City 1 CU (or more)
- * EG Major City 1 CU (or more)
- * EG w/CUs in Major City 3 CUs + 3 Siege Points (SP)
- * Ind Garrison in minor city 3 CUs + 1 SP
- * Ind. Stronghold 3 CUs + 3 SP

Conversion/Removal Table

Movement Phase

- * EG Minor City 1 CU + 2 Movement Points (MP)
- * EG Major City 1 CU + 2 MP
- * EG w/CUs in Major City 3 CUs + 2 MP + 3 SP
- * Ind Garrison in minor city 3 CUs + 2 MP + 1 SP
- * Ind. Stronghold 3 CUs + 2 MP + 3 SP

Reinforcement Summary

- 2 Mercenaries CUs to each player
- 1 MAC CU to player w/ most L points
- 1 MAC CU to player who controls Macedonia
- 2 additional MERC CUs to player w/ most VPs

Determining Battle Strength

- 1 for each MERC CU
- 2 for each MAC CU*
- 3 for each Silver Shields CU
- d6-2 for each elephant CU

Local Troop Points

- +2 if you control the province
- +1 if you control the space

* RA MAC CUs may not be used against a general with more L points

Royal Family Markers

Name	L Points	H/M	Starting location
Alexander's Body	+4 P* 2/10**		Babylon
Alex IV	5L	Heirs	Babylon
Philip III	4L	Heirs	Tyche #27
Heracles	2L	Heirs	Damascus
Cleopatra	3L	Marriage	Sardis, LYDIA
Thessalonice	2L	Marriage	Pella, Macedonia
Olympias	3L		Epirus, Neopolis

- * Alexander's Body provides prestige only to defending armies (23.6)
- ** 10L for burying the body on Pella, 2L for any other major city

Leader loss Check

dr	Won	Lost
1	-	-
2	-	-
3	-	-
4	-	-
5	Killed	-
6	Killed	Killed

Forage Limits

- 8 CUs Major or Minor Cities
- 3 CUs Transit Points

Troop Training

- 7 OPs 1 Mac CU
 - 3 OPs 1 Merc CU
- No more than two cards may be used to train per turn

Possible Legitimacy Points

- 2/10 Alex's Tomb
- 3 Champion
- 5 Alex IV
- 4 Phillip III
- 2 Heracles
- 3 Cleopatra
- 2 Thessalonice
- 3 Queen Olympias
- 2 Strategos of Europe
- 1 Perdiccus
- 1 Leonnatus
- 3 Condemnation
- 2 Persian Populas Support