



TIME OF CRISIS

THE ROMAN EMPIRE 235-284 AD



Game Design by Wray Ferrell and Brad Johnson

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RULES OF PLAY

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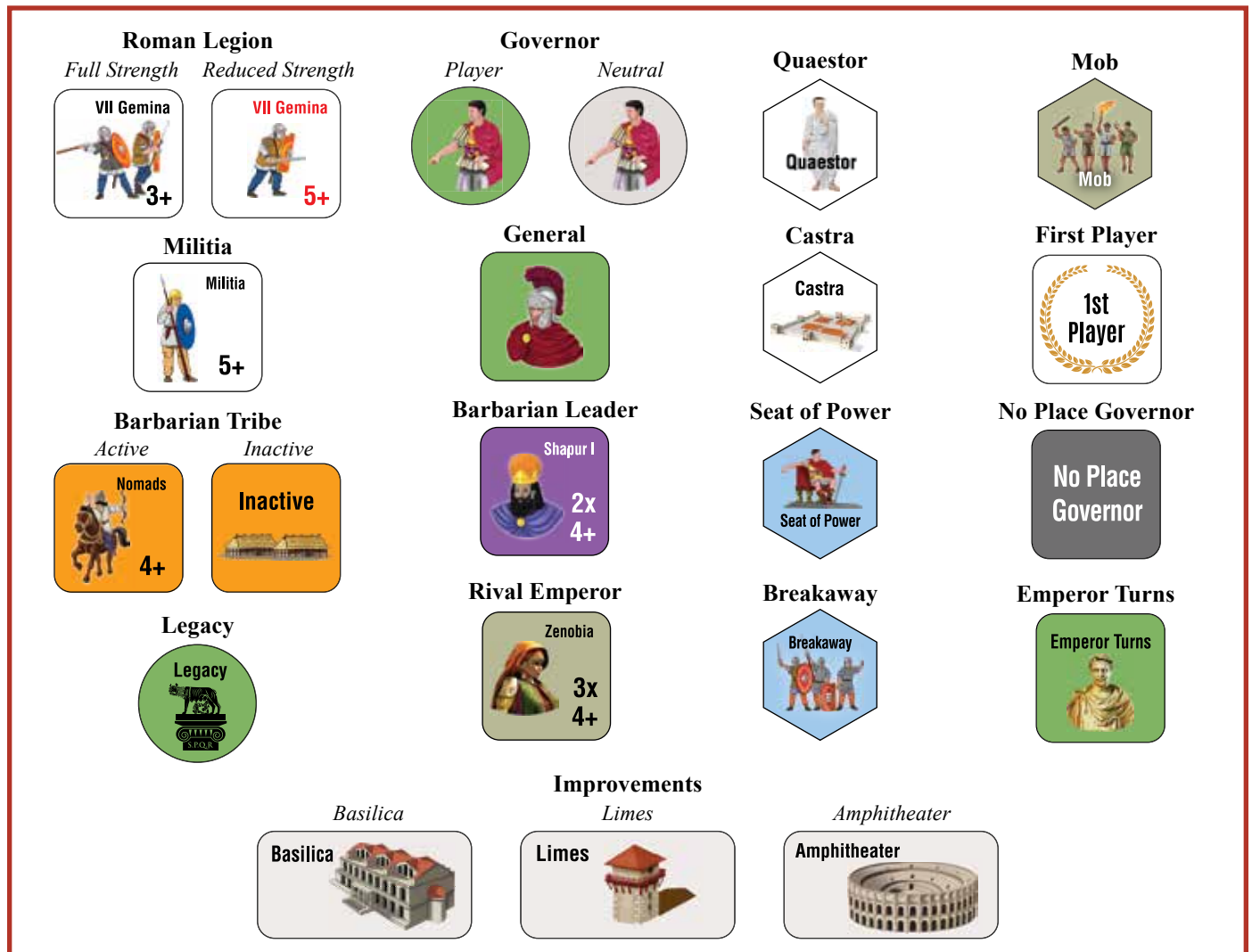
1. INTRODUCTION

Time of Crisis is a game for two to four players set in the Roman Empire during the 3rd century. Each player represents the head of a great family, and attempts to use that family's influence to manipulate people and situations to ensure that the family's name is remembered by history rather than being lost in the mists of time.

2. COMPONENTS

- One game board
- 6 six-sided dice
- This rules manual
- Four player mats
- Three counter sheets consisting of:
 - 64 Informational markers (24 Seat of Power/Breakaway [six markers in each of the four player colors], 17 Quaestor/Castra, 16 Mobs, 6 No Place Governor and 1 First Player)
- 50 barbarians (10 counters of each of the five tribes)
- 36 Improvements (12 counters of each of the three improvements)
- 33 Roman Legions
- 32 Governors (6 circular counters in each of the four player colors, plus 8 gray Neutrals)
- 24 Generals (6 square counters in each of the four player colors)
- 12 Militia
- 8 square blanks
- 4 Emperor Turns (1 in each of the four player colors)
- 4 Legacy (1 in each of the four player colors)
- 3 Rival Emperors
- 3 Barbarian Leaders
- 120 cards: 105 influence cards (in suits of Red, Yellow and Blue, each suit has 12 x 1-value; 9 x 2-value, 8 x 3-value, and 6 x 4-value), and 15 event cards
- Crisis Tables for two- and three-player games

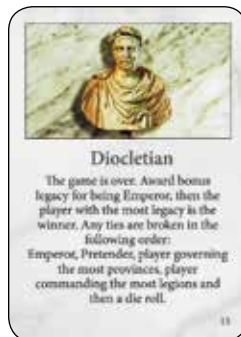
All components in the game are limited to the provided amount.



3. STARTING THE GAME

3.1 Game Setup

- Place the game board in the center of the table.
- Each player takes the twenty counters of one color (six Governors, six Generals, six Seat of Power/Breakaway, one Legacy, and one Emperor Turns) and a player mat. Place the Emperor Turns and Legacy counters in the zero space on the score track located on the map and place the Governor and General counters near your play mat facedown so the cost of each counter is visible. Finally, place the Seat of Power/Breakaway markers nearby for use when needed.
- Each player creates a deck consisting of three Red 1, three Blue 1 and three Yellow 1 influence cards, and places those cards face down in the Available Pile on his player mat. Place all unused 1-value cards back in the box.
- Place the remaining Influence cards beside the game board in face-up stacks sorted by name.
- Place the Improvement counters (Amphitheatres, Basilicas and Limes) beside the game board in face-up stacks sorted by name.
- Place the Legion counters near the board for use when needed. The names on the Legion counters are for historical flavor only and have no impact on game play.
- Sort the Barbarian counters by tribe and place all the counters in their respective homelands inactive side up.
- Place the remaining counters, including the Barbarian leaders, near the board for use when needed.
- Find the Diocletian event card, set it aside and shuffle the remaining event cards. Then shuffle the Diocletian event and the top three events and place those four cards at the bottom of the event deck. Place the event deck beside the game board.



3.2 Player Setup

- Choose a random player to go first, placing the First Player marker in front of that player as a reminder.
- Beginning with the first player and proceeding clockwise around the table, each player selects a province other than Italia.
- Each player places his at-start Governor in the 1 space on the support track and his at-start General with one full-strength Legion and a Militia in the provincial capital space of his selected province.
- After each player has chosen a province, place a Neutral Governor in the 1 space on the support track of all remaining provinces and set the support level of Italia to 8 (the number of provinces governed by the Neutral faction).

- Each player then secretly chooses any five cards from his Available Pile to place in his hand, leaving the remaining four cards face down. The game begins with the First Player.

3.3 Changes for Two- and Three-Player Games

Three Players:

- Place a No Place Governor counter in the provinces of Hispania, Africa, and Aegyptus.
- Do not place a Neutral Governor in these provinces.
- Use the three-player Crisis table instead of the table printed on the map.
- Return all Nomad counters to the box as they will not be needed.
- Italia's starting support level is six.

Two Players:

- Place a No Place Governor counter in the provinces of Britannia, Hispania, Africa, Aegyptus, Syria and Galatia.
- Do not place a Neutral Governor in these provinces.
- Use the two-player Crisis table instead of the table printed on the map.
- Return all Nomad and Sassanid counters to the box as they will not be needed.
- Italia's starting support level is four.

Provinces marked with a No Place Governor marker are treated like any other province except players cannot choose them as their initial province nor target them with the Place Governor action.

4. DEFINITIONS

- **Adjacent:** Two regions that share a common border. In addition, the provinces of Hispania/Africa and Thracia/Asia are considered to be adjacent to each other.
- **Army:** All barbarians of the same tribe in a region, a Rival Emperor, a Militia unit, or a general and all units stacked with him. **Note:** In barbarian homeland regions only, inactive barbarians are not part of the barbarian army and are ignored for the purposes of combat.
- **Emperor:** The governor of Italia.
- **Enemy:** All Barbarian counters not in the player's army, Rival Emperors, and units commanded by other players.
- **Neutral Faction:** All the neutral governors are considered to be the owned by the same player, the neutral faction.
- **Pretender:** A player who has a Seat of Power marker in a province he governs (12.0).
- **Pretender Provinces:** All provinces containing a Seat of Power or Breakaway marker.
- **Region:** Provinces, sea zones and Barbarian homelands are regions.
- **Unit:** A counter that represents a military force, such as Roman Legion, Militia, Barbarian, Barbarian Leader, or Rival Emperor.

5. CARDS

Cards in your hand represent your political capital that can be spent to manipulate people and situations to benefit your family.



Military

Senate

Populace

5.1 Influence Points

All actions that a player performs during the game are paid for with influence points. Influence points are in one of three spheres: Military (Red), Senate (Blue), or Populace (Yellow). Playing a card from your hand generates influence points equal to its value in the sphere represented by its color. You are not required to spend all the points generated from a card before playing another card, but any unspent influence points are lost at the end of your turn. Players may find it helpful to track points remaining to be spent using the pips of a die placed on any card not fully spent.

5.2 Events

If you play an influence card that has an event, you may play that event at any applicable time during your turn as described in the event text. *The card still generates its influence points whether or not you choose to use the event.*

5.3 Buying/Trashing Cards

Each province on the map has a support level from 0 to 4 (*Exception: Italia's support ranges from 0 to 8*). The provinces you govern generate political points equal to their support level minus the number of Mob counters present (11.1). Political points are spent to buy new cards and/or trash unwanted cards. Newly-purchased cards are placed in your Discard Pile and trashed cards are removed from the game. Any unspent political points are lost at the end of your turn.

You may buy a card from the supply by spending political points equal to the card's cost plus the number of cards you have already bought this turn. A card's cost is equal to:

- Its value if the value is less than or equal to the number of provinces you currently govern,
- *Double* its value if the value is greater than the number of provinces you currently govern.

You may trash a card in your Discard Pile by spending three political points, regardless of the card's value.

Example: You govern Galatia with a support level of 4, Syria with a support level of 3 and Asia with a support level of 3. You

have ten political points with which to buy/trash cards. Possible options include:

- You could buy a 3-value card for three points, then buy a 2-value card for three points (two points for the 2-value card plus one point for the previously bought card) and then buy another 2-value card for four points (two points for the 2-value card plus two points for the two previously bought cards).
- You could buy a 3-value card for three points, another 3-value card for four points and trash a card from your Discard Pile for the remaining three points.
- You could trash three cards from your Discard Pile for nine points, losing the remaining point.
- You could buy a 4-value card for eight points (the cost is doubled since the value of the card exceeds the number of provinces you govern), losing the remaining two points.

6. SEQUENCE OF PLAY

A player completes all eight phases before proceeding to the next player.



6.1 Upkeep

Remove all Quaestor markers in provinces you govern and Castra markers on armies you command.

6.2 Crisis

Roll 2d6 on Crisis Table and resolve the result (9.0).

6.3 Take Actions

Play cards from your hand and spend influence points to perform any combination of the following actions in any order you wish. You may choose the same action multiple times, if you can afford to pay the necessary influence points.

6.3.1 Military Actions

Recruit General

Spend Military influence equal to the printed cost on the back of one of your unclaimed General counters to move that counter to your Available Leaders box. You may purchase any General you can afford.

Add Legion to Army

Select an army with a General you command located in a province you govern. To add a full-strength Legion to the selected army, spend Military influence equal to the number of Legions that will be in the army after the Legion has been added.

Example: To add a second Legion to an army costs two Military influence, to add a third Legion would cost three.

Create Army

Spend one Military influence to place one full-strength Legion along with a General from your Available Leaders box in a province you govern.

Train Legions

Spend one Military influence to flip one reduced-strength Legion in an army you command back to its full-strength side.

Move Army

- You may spend one Military influence to move an army you command from one region to an adjacent region.
- If you move an army into a province, place the army outside of the provincial capital.
- At any time during your turn, if you have an army in a province and no other army is in the provincial capital space, you may move that army into the provincial capital space for no cost.
- At any time during your turn, if you have an army in a provincial capital space, you may move that army out into the surrounding province for no cost.

Notes:

- There are no restrictions on how far an army may move other than the cost to pay for it.
- There is no limit on the number of armies that can be in a province, but only one army can occupy the provincial capital space.
- An army may never drop off or pick up Legions, nor combine with another army.
- An army may never end a turn in a sea region.
- Militia may never move with armies, but may stack with an army that is in the provincial capital.



EXAMPLE: The movement costs for the army in Africa is as follows: four points to move to Britannia (green arrows), two points to move to Italia (blue arrows), three points to move to Asia (yellow arrows), or one point to move to Aegyptus (red arrow).

Initiate Battle

Spend one Military influence to initiate a battle (8.0) between one of your armies and another army in the same region. The battle must be completed before initiating another battle. Once an army is involved in a battle it may not be selected for the Move Army or Initiate Battle actions until the start of the owner's next Take Actions Phase.

Disperse Mob

Spend one Military influence to activate an army you control in a province you govern. Subtract one support from the province and remove a number of Mob counters from the province equal to the number of units in the activated army. This is not considered an Initiate Battle action; therefore no legacy is gained and the army may still move and battle as normal.

6.3.2 Senate Actions

Recruit Governor

Spend Senate influence equal to the printed cost on the back of one of your unclaimed Governor counters to move that counter to your Available Leaders box. You may purchase any Governor you can afford.

Support level of Italia: The support level of Italia reflects the support the Emperor has among the Senate. As the Emperor's senatorial support increases, his power grows; as this support is lost, his power wanes. When a new Emperor claims the throne the support level of Italia is set to the number of provinces governed, including Italia, by the new Emperor. During his reign, the support level of Italia is increased by one each time the Emperor performs a successful Place Governor action and is immediately decreased by one each time he must remove a Governor from the map. In addition, enemy armies, Barbarians, Rival Emperors and Pretenders (6.4) can decrease the support level of Italia.

Place Governor

You may replace the Governor of a province with a Governor from your Available Leaders box by gaining enough votes in the Senate. You may not replace the Governor of a province that you already govern or in which you have already performed the Recall Governor action this turn or that contains a Breakaway or Seat of Power marker. The required number of votes is determined as follows:

- The base number of votes needed is equal to double the province's support level.
- Each unit in the provincial capital commanded by the player who governs the province adds one to the required number of votes.
- Each unit commanded by you in the provincial capital subtracts one from the required number of votes, to a minimum of one.

For each point of Senate influence spent roll one six-sided die. You must declare how many influence points you are spending before rolling the dice. Results are tallied as follows:

Each **1** rolled: +1 vote only if the Neutral faction currently governs the target province.

Each **2-5** rolled: +1 vote

Each 6 rolled: +1 vote and one bonus die.

Any bonus dice earned are rolled following the same procedure. Thus, a result of 6 on a bonus roll does grant another bonus die. There is no limit to the number of bonus dice that can be earned in this way.

If you gain the required number of votes, follow these steps:

- Remove all Mob counters from the province and any Militia counter in the capital.
- Replace the former Governor with a Governor from your Available Leaders box. Return the former Governor to the owner's Available Leaders box (or to the side of the board, if a Neutral governor).
- Reduce the support level of your new province by one to a minimum of one. Exception: If placing a Governor in Italia the support level is set to the number of provinces, including Italia, that you currently govern.
- Adjust the support level in Italia if necessary.

Each province can only be the target of one Place Governor action during your turn.



Example: You target Hispania with a Place Governor action. The support level of Hispania is currently three and it is governed by another player. You command one Legion in the provincial capital of Hispania. The number of votes needed is five—the support level of the province (three) times two is six, minus one (for the one Legion you command in the capital). You play a **Blue 3** and a **Blue 1** influence card, allowing you to roll four dice (one die per point of Senate Influence played). You roll 6, 6, 2 and 1 for a total of three votes. However, the two 6s you rolled grant two bonus rolls which are a 6 and a 1. This adds another vote to your total (now four), and since one of the results was a 6 you get yet another bonus roll. The new roll is a 3, which adds a fifth vote to your total, but since the result was not a six you are done rolling dice. With five votes, your proposal to replace the governor passes. You place your Governor in the two space (support level drops by one from the previous support level from replacing the Governor) and return the former Governor to the owner's Available Leaders box.

Recall Governor

Spend two Senate influence to move one of your Governor counters on the map to your Available Leaders box. Place a Neutral Governor in the vacated province in the one space on the support track and adjust the support level in Italia if necessary.

6.3.3 Populace Actions

Increase Support Level

Spend Populace influence equal to the value of the next higher space on the support track of a province you govern to move your Governor to that space. This action cannot be performed in Italia.

Example: If Syria's support level is currently two it would cost three Populace influence to move your Governor from the two space to the three space.

Place Militia

Spend two Populace influence to place a Militia counter in the capital of a province you govern that does not already contain one and is free of enemy units. Militia cannot be moved, but will stack with any army you command in the capital. Militia not stacked with a General are treated as an army for all purposes, commanded by the current Governor of the province. Any Militia counter present is removed if the Governor is replaced.

Hold Games

Spend two Populace influence to remove one Mob counter from a province you govern.

Build an Improvement

Amphitheater



Spend three Populace influence to build an improvement in a province you govern that does not already contain that improvement. The selected province cannot contain a Mob, active Barbarians, Rival Emperor, or armies commanded by other players in the provincial capital. Each improvement in a province increases the legacy earned by the governor and provides the following bonus:

- **Amphitheater:** Mob counters are not added to a province containing an Amphitheater during the End of Turn Phase.
- **Basilica:** Roll one additional die for each province you govern containing a Basilica when performing a Place Governor action in Italia.
- **Limes:** Invading barbarians placed in a province containing Limes and all subsequent provinces on that invasion path are placed on their inactive side. Inactive barbarians do not cause any support loss, but will defend themselves normally if attacked.

6.4 Support Check

Perform the following steps, in order:

- Reduce the support level of all your governed provinces containing at least one active non-Foederati Barbarian, a Rival Emperor and/or an enemy army in the provincial capital by one.

- If you are Emperor and there is an opposing Pretender and/or Rival Emperor on the map, reduce the support level of Italia by one. This is in addition to any reduction that may have occurred in the previous step.
- All of your Governors in provinces that now have a support level of zero or where the number of Mob counters equals or exceeds the support level are removed from office. Return these counters to your Available Leaders box. Place a Neutral Governor in the one space on the support track in any vacated provinces. If placing a Neutral Governor in Italia, the support level of Italia is set to the number of provinces that are governed by the Neutral faction.
- If you are still Emperor at this point, reduce the support level of Italia by one for each Governor you removed in the previous step. If the support level of Italia is reduced to zero you are replaced by a Neutral Governor as in the previous step.

the province. In addition, the support level of Pannonia must be reduced from two to one; the support loss is not increased for having both active barbarians and an enemy army in the provincial capital.



Support Check Example: *At the start of the Green player's Support Check Phase, he governs four provinces and is Emperor as he is governor of Italia.*



The Green player is required to reduce the support of Thracia from one to zero due to the presence of active barbarians in



The Green player is required to reduce the support level of Italia from four to three due to the presence of the Rival Emperor Postumus in Gallia.



The Governor of Thracia is replaced by a Neutral Governor as the support level was zero. Since the Green player had to remove one Governor the support level of Italia is reduced by one to two completing the Support Check Phase.

6.5 Expand Pretender Empire

If you are a Pretender, place a Breakaway marker in each province you govern, except Italia, with a support level of three or higher that is not already marked and is adjacent to any province that was part of your Pretender empire at the beginning of this phase.

6.6 Gain Legacy

Perform the following steps, in order:

- If you are a Pretender:
 - Gain one legacy for each province you govern containing a Seat of Power or Breakaway marker if there are no other Pretenders.
- If you are the Emperor:
 - Remove any Breakaway or Seat of Power markers in provinces you govern, as your claim has been legitimized.
 - Gain legacy equal to the support level of Italia minus the number of Pretender provinces, treating a negative number as zero.
 - Advance your Emperor Turns marker by one on the score track if there are no Pretenders or Rival Emperors present.
- Gain one legacy for each province you govern
- Gain one legacy for each improvement present in the provinces you govern.



Gain Legacy Example: Continuing with the Green player's turn, at the start of the Gain Legacy Phase he governs three provinces and is Emperor as he is governor of Italia. He gains six legacy for the turn as follows: +2 for the support level of Italia since he is Emperor; +3 for governing three provinces and +1 for having an Amphitheater in Italia. His Emperor Turns marker is not advanced due to the presence of the Rival Emperor Postumus.

6.7 Buy/Trash Cards

Place all played cards in your Discard Pile. Then, you may discard any number of additional cards from your hand to your Discard Pile. You may then spend the political points generated by your governed provinces to purchase and/or trash cards (5.3). You can look at the cards in your Available Pile and/or Discard Pile to help you determine what cards you wish to buy.

6.8 End of Turn

Perform the following steps, in order:

- Add one Mob counter in each province you govern containing a Mob and no Amphitheatre.
- Flip all inactive barbarians in provinces you govern to their active side.

- Secretly select cards from your Available Pile to refill your hand up to five cards. If you need to select a card and your Available Pile is empty, place your Discard Pile face down in your Available Pile and continue selecting. Once you have refilled your hand, the player to the left of you takes his turn.

Variant: To speed up play, the next player can start his turn when the current player starts the Buy/Trash Cards Phase. It will give players knowledge of the next Crisis roll (and possibly more) while they buy cards and select their new hand, however it should have little impact on the outcome of the game as all players will benefit equally from this knowledge.

7. DETERMINING THE WINNER

7.1 Game End

The last round of the game is triggered when, at the end of his turn, a player is Emperor and has 60 or more legacy. The game will end when all players have taken the same number of turns. Or, if the Diocletian event is drawn, the game ends immediately.

Players then receive bonus legacy based on the number of turns they were the undisputed Emperor of the Roman Empire, as indicated by the Emperor Turns markers on the score track. The player with the most turns receives the 1st place bonus; the player with the next highest turns receives the 2nd place bonus, and so on. A player must have been an undisputed Emperor at least once to receive this bonus.

- 1st place – 10 legacy
- 2nd place – 6 legacy
- 3rd place – 3 legacy
- 4th place – 0 legacy

In the case of a tie in Emperor Turn scores, all tied players receive the same legacy bonus.

Example: The Green and Red players were undisputed Emperors for five turns each, the Yellow player for three turns and the Blue player was for zero turns. The Green and Red players would both receive 10 legacy, the Yellow player would receive 3 legacy and the Blue player would not receive any bonus legacy.

The winner is the player with the most legacy. Any ties are broken in the following order:

- 1) Current Emperor
- 2) Current Pretender
- 3) Player governing the most provinces
- 4) Player commanding the most Legions
- 5) Highest die roll.

7.2 Short Game

If players want a quicker playing game, reduce the legacy needed to end the game from 60 to 40. This is recommended for your first game to allow players to become familiar with the game mechanics.

8. COMBAT

8.1 Procedure

- Each unit in the battle rolls between one and three six-sided dice, as follows:

Legions, Militia, Barbarian:	Roll one die
Barbarian Leader:	Roll two dice
Rival Emperor:	Roll three dice
- Each type of unit requires a different target number to hit:

Full-strength Legion:	Hit on 3+
Barbarian, Barbarian Leader, Rival Emperor:	Hit on 4+
Reduced-strength Legion, Militia:	Hit on 5+
- As with Place Governor rolls (6.3.2), each 6 rolled also earns a bonus die. Any bonus dice earned are rolled following the same procedure and to-hit target number as the base roll. Thus, a result of 6 on a bonus roll does grant another bonus die. There is no limit to the number of bonus dice that can be earned in this way.
- Both sides roll their dice and simultaneously inflict damage.
- Each hit flips a full-strength Legion to its reduced-strength side or removes a Barbarian, Barbarian Leader, Rival Emperor, Militia, or reduced-strength Legion.
- Players allocate hits they inflict on barbarians in any manner they wish, but must take hits inflicted on their units in the following order: Militia, Barbarians, and then Legions.
 - Eliminated Legions and Militia are returned to the supply, where they can be acquired again.
 - If all units in a Roman army are eliminated, return the General counter to the owner's Available Leaders box.
 - Eliminated barbarians are returned to their homeland, inactive side up.
 - Eliminated Barbarian Leaders are removed from the game.

8.2 Determining Victory

The winner of a battle is the side that inflicted the most hits with ties going to the defender. If one side was eliminated, the other side is victorious regardless of hits inflicted. If both sides are eliminated there is no winner.

The winner of the battle gains two legacy. If the winner defeated a barbarian tribe, he gains one additional legacy for each barbarian counter removed.

8.3 Retreat

Defeated Roman armies do not retreat unless they were defending in a provincial capital space. In that case, the army must immediately move out into the surrounding province. Any surviving units from a defeated barbarian army are placed back in their homeland on their active side.



Combat Example: During the Red player's turn he plays a Military 3 - Flanking Maneuver influence card. He uses one Military influence point from the card to perform the Initiate Battle action, choosing the Green army to attack. The red player will roll 3d6 (1d6 per Legion) while the Green player will roll 3d6 (2d6 for the two Legions and 1d6 for the Militia). Before the dice are rolled, the Red player uses the Flanking Maneuver event from the card to allow a re-roll if needed. The Red player rolls 5, 3, 3 for three hits (full strength legions hit on a 3+), but the presence of the Castra reduces the hits inflicted by one for a final total of two hits. The Green player rolls a 2 for his full-strength legion, which misses, a 5 for his reduced-strength legion, which is a hit (reduced strength legions hit on a 5+) and a 4 for his Militia, which misses (Militia hit on a 5+) for a total of one hit. Since the Red player is winning the battle 2 hits to 1 hit, he decides not to use his re-roll ability. The Green player must remove the Militia for the first hit (as it is first in hit precedence) and decides to remove his reduced-strength legion for the second hit. Since he lost the battle, he must retreat his army into the province and remove the Castra marker. The Red player flips one of his full-strength legions for his one hit and chooses to advance his army into the Provincial capital.



Continuing his turn, he spends one Military influence from the card to perform the Train Legions action, flipping the reduced legion back to its full-strength side, leaving one Military influence available to spend.

8.4 Advance

Immediately after any required retreat is performed, a victorious Roman army may choose to advance into the provincial capital space, if it is vacant.

9. CRISIS CHECKS

Roll the white and black dice and consult the crisis table appropriate for the number of players.

Ira Deorum

Flip one inactive Barbarian to its active side in every tribe's homeland, but do not check for invasion.

Event

Draw the top card from the event deck and follow the instructions on the card. Players may wish to place lasting events on the map as a helpful reminder.

Pax Deorum

All players secretly select one card from their Available Pile and place it in their hand.

Franks, Alamanni, Goths, Sassanids, or Nomads

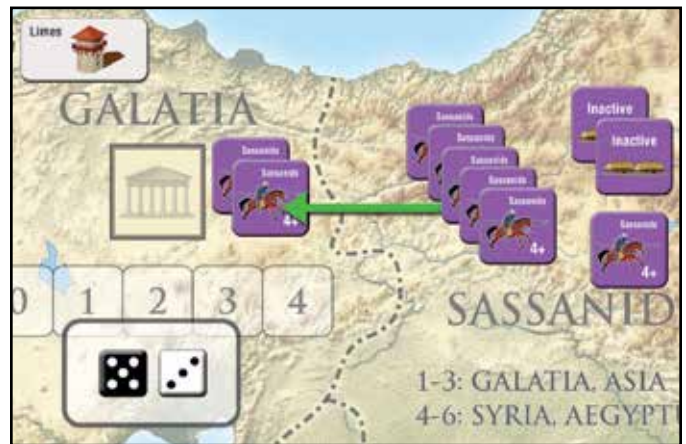
- Flip one inactive counter of the named tribe in their homeland to its active side.
- Roll the white and black dice again.
- If the number rolled on the black die is less than or equal to the number of active counters in the tribe's homeland, a number of active counters equal to the number rolled on the black die invade.
- The value on the white die determines the invasion path, as indicated on the map.
- Place barbarians, leaders first, in the first province listed until there are three barbarians of the invading tribe in the province. Repeat this step for each province listed on the invasion path if barbarians remain to be placed.
- If there are any barbarian counters remaining after reaching the end of the list place them back in the tribe's homeland on their active side.
- Barbarians never Initiate Battle and multiple tribes will co-exist peacefully in the same province.



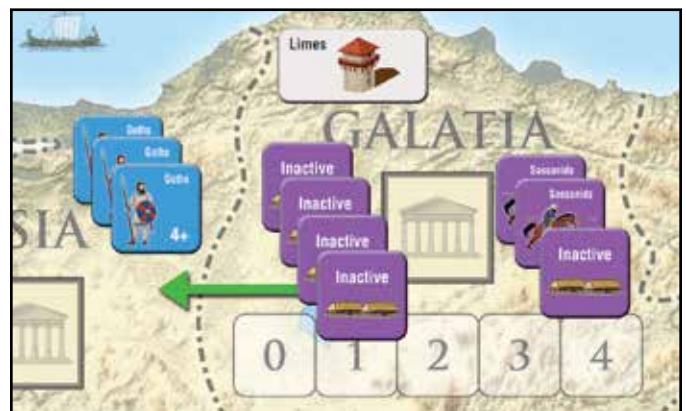
Invasion Example: Asia contains three Goths, Galatia contains two Sassanids, and there are five active and three inactive Sassanids in their homeland.



The dice are rolled and the result is the Sassanid entry on the Crisis table. One inactive Sassanid unit in its homeland is flipped to its active side, bringing the total of active Sassanids in their homeland to six.



The dice are rolled again; the black die is five and the white die is three. Since the five is less than or equal to the number of active Sassanids, five Sassanids invade (the value of the black die) and the invasion path is Galatia then Asia (the value of the white die). However, the invading Sassanids are flipped to their inactive side upon encountering the Limes in Galatia.



One Sassanid is placed in Galatia bringing the number of Sassanids in Galatia to three. Since there are now three Sassanids in Galatia and still barbarians to place, the remaining barbarians continue to the next province listed on the invasion path, which is Asia.



There are no Sassanids present in Asia so three Sassanids are placed in Asia; the presence of the Goths has no impact on the number of Sassanids placed. The one remaining Sassanids counter is placed back in the Sassanid homeland on its active side as the end of the invasion path has been reached leaving two active Sassanids in their homeland.

10. HISTORICAL FIGURES

10.1 Barbarian Leaders



There are three Barbarian leaders that are brought into play via event cards. Each leader rolls 2d6 in battle, is removed after one hit and has a special power that is explained in the event text that brings them into the game. If a Barbarian leader is removed because of a player's victory, the player can

either take an immediate Increase Support Level action at no cost in the province from which the leader was removed, or the first Military card he buys in the current turn's Buy/Trash Cards Phase has its cost reduced by two points. If the latter action is chosen, flip the leader over and place it in your play area as a reminder.

10.2 Rival Emperors



There are three Rival Emperors that are brought into play via event cards. Each Rival Emperor rolls 3d6 in battle and is removed after one hit. If a Rival Emperor is removed because of a player's victory, the player can either take an

immediate Increase Support Level action at no cost in the province from which the Rival Emperor was removed, or the first Senate card he buys this Buy/Trash Cards Phase has its cost reduced by two points. If the latter action is chosen, flip the Rival Emperor over and place it in your play area as a reminder.

Rival Emperors reduce the support in Italia during the Support Check Phase (6.4) as well as in the province where they are located. They never Initiate Battle and will peacefully co-exist with barbarians in the same province.

11. MOBS



Mob counters represent rioting and instability in the provincial capital of a province.

Note: A Mob counter can be flipped to become a 'Mob x 2' counter, which is exactly equivalent to two individual Mob counters. 'Mob x 2' counters are provided simply for easier management of large mobs; at any time, a 'Mob x 2' counter can be exchanged for two Mob counters and vice versa.

11.1 Effects

- During the Support Check Phase (6.4), if the number of Mob counters in a province equals or exceeds the province's support level the Governor is replaced by a Neutral Governor with a support level of one.
- The political points generated by a province are reduced by the number of Mob counters in the province. (5.3)
- During the End of Turn Phase (6.8), one Mob counter is added to each of your governed provinces that already has a Mob counter and no Amphitheater.

Example: You govern Galatia with a support level of four which contains two Mob counters and Asia with a support level of three. You will have five political points (Seven support minus the two Mob counters) with which to buy/trash cards. During the End of Turn Phase, a third Mob counter will be added to Galatia.

11.2 Removing Mobs

Mob counters can be removed in the following ways:

- The owner of an army in a province he governs may perform the Disperse Mob action to remove Mob counters equal to the number of units in the army.
- The Governor of a province may perform the Hold Games action to remove one Mob counter.
- All Mob counters are removed from a province when the governor is replaced.

12. PRETENDER

12.1 Creation of a New Pretender

A player can become ruler of his own personal empire by playing the Pretender event. For purposes of creating or adding to an empire, the provinces of Gallia and Britannia are considered to be adjacent. The province of Italia can never be added to a personal empire.

When playing the event, you must choose one of your eligible provinces (as described in the event text) to be your capital by placing your Seat of Power marker in that province. Then mark the rest of the eligible provinces in your empire by placing Breakaway markers in them.

Pretender provinces (marked with a Seat of Power or Breakaway marker) are immune to the Place Governor action and reduce the support in Italia during the Support Check Phase (6.4).

Once a player becomes a Pretender any province he governs with a support level of three or higher that is not already in his empire and is adjacent to any province in his empire will automatically leave the Roman Empire and join his empire during the Expand Pretender Empire Phase (6.5).

Pretenders gain bonus legacy points during the Gain Legacy Phase (6.6).

12.2 Occupation of a Pretender Provincial Capital

During your turn, if you control an army in the Provincial capital of a province containing a Breakaway marker not governed by you, remove the marker and return the Governor of that province to the owner's Available Leaders box. You may then place a Governor from your Available Leaders box in the "1" space of province's support track at no cost. If you decide not to or can't place a Governor, place a Neutral Governor in the "1" space in the province's support track instead.

During your turn, if you control an army in the Provincial capital of a province containing a Seat of Power marker not governed by you, the process is the same, except after placing your Governor/Neutral Governor remove all Breakaway markers in provinces governed by that player, but do not remove those governors.

13. EXAMPLE OF PLAY



Perhaps the best way to illustrate game play in *Time of Crisis* is with a journal of an actual game. Designer Wray Ferrell joined Scott Blanton, Jed Humphries, and Jamey Cribbs to play a 4-player game.

Player Setup (above): Wray (Green), was randomly chosen to be the first player and selects Aegyptus as his starting province. Scott (Blue) selects Hispania, Jamey (Yellow) selects Pannonia, and finally Jed (Red) selects Asia. Neutral Governors are placed in all unselected provinces and the support level of Italia is set to 8 as there are eight provinces governed by the Neutral faction. Each player selects five cards for their starting hand and the game is ready to begin.



The board situation of the end of Turn 1.

Green Turn 1

Upkeep Phase

Nothing to remove.

Crisis Phase:

The roll is 3, which is the Sassanid entry on the Crisis Table. One Sassanid is flipped to its active side and the dice are rolled again: 5,5. No invasion occurs.

Take Actions Phase:

Wray plays a **Blue 1** influence card to recruit his 1-cost Governor, placing it in his Available Leaders box. He then plays two **Blue 1** influence cards to roll 2d6, targeting Africa with a Place Governor action. Since Africa is governed by the Neutral faction there is no need to roll the dice as a roll of 1+ will gain a vote and only two votes are needed with Africa's support level at one and no units in the capital. The Neutral Governor is removed—reducing the support level of Italia from 8 to 7—and replaced with the Governor from Wray's Available Leaders box. This act does not please Scott who saw Africa in his sphere of influence. Worried about a possible reprisal, Wray plays **Red 1** to recruit his 1-cost General and **Red 1** to create a new 1-Legion army in Africa.

Support Check Phase:

No support reduction required.

Expand Pretender Empire Phase:

Not applicable.

Gain Legacy Phase:

Wray gains two legacy for governing two provinces.

Buy/Trash Cards Phase:

Wray has two political points (1 point from Aegyptus, 1 point from Africa) with which to buy or trash cards. He buys a **Blue 2 (Tribute)** influence card (which costs two points since the value of the card does not exceed the number of provinces he governs), which is placed in his Discard Pile.

End of Turn Phase:

No Mobs to add nor barbarians to flip. Wray then refills his hand to five cards.

Blue Turn 1

Upkeep Phase:

Nothing to remove.

Crisis Phase:

The roll is 10, which is the Franks' entry on the Crisis Table. One Frank is flipped to its active side and the dice are rolled again: 5,2. No invasion occurs.

Take Actions Phase

Scott plays a **Blue 1** influence card to recruit his 1-cost Governor. He then plays two **Blue 1** influence cards to roll 2d6 targeting Gallia with a Place Governor action. The Neutral Governor is removed—reducing the support level of Italia from 7 to 6—and replaced with Scott's Governor. He then plays two **Yellow 1** influence cards to increase the support level of Hispania from 1 to 2.

Support Check Phase:

No support reduction required.

Expand Pretender Empire Phase:

Not applicable.

Gain Legacy Phase:

Scott gains two legacy for governing two provinces.

Buy/Trash Cards Phase:

Scott has three political points (1 point from Gallia, 2 points from Hispania) with which to buy or trash cards. He buys a **Red 2 (Castra)** influence card (for a cost of 2) which is placed in his Discard Pile, losing the remaining point.

End of Turn Phase:

No Mobs to add nor barbarians to flip. Scott then refills his hand to five cards.

Yellow Turn 1**Upkeep Phase:**

Nothing to remove.

Crisis Phase:

The roll is 5, which is again the Sassanid entry on the Crisis Table. A second Sassanid is flipped to its active side and the dice are rolled again: 1,3. One Sassanid invades (since the black die is 1) and is moved to Galatia (since the white die is 3).

Take Actions Phase:

Jamey plays a **Blue 1** influence card to recruit his 1 cost Governor. After some discussion with Jed over spheres of influence, he plays two **Blue 1** influence cards to roll 2d6, targeting Thracia with a Place Governor action. The Neutral Governor is removed and replaced with Jamey's Governor, reducing the support level of Italia from 6 to 5. Jamey then plays two **Yellow 1** influence cards to increase the support level of Thracia from 1 to 2.

Support Check Phase:

No support reduction required.

Expand Pretender Empire Phase:

Not applicable

Gain Legacy Phase:

Jamey gains two legacy for governing two provinces.

Buy/Trash Cards Phase:

Jamey has three political points (1 point from Pannonia, 2 points from Thracia) with which to buy or trash cards. He buys a **Red 2 (Castra)** influence card, which is placed in his Discard Pile, losing the remaining point.

End of Turn Phase:

No Mobs to add nor barbarians to flip. He then refills his hand to five cards.

Red Turn 1**Upkeep Phase:**

Nothing to remove.

Crisis Phase:

The roll is 8, which is the Alamanni entry on the Crisis Table. One Alamanni is flipped to its active side and the dice are rolled again: 4,6. No invasion occurs.

Take Actions Phase:

Jed plays a **Blue 1** influence card to recruit his 1 cost Governor. He then plays two **Blue 1** influence cards to roll 2d6, targeting Syria with a Place Governor action (the invasion of Galatia having changed his plans). The Neutral Governor is removed and replaced with Jed's Governor, reducing the support level of Italia from 5 to 4. Jed then plays two **Yellow 1** influence cards to increase the support level of Syria from 1 to 2.

Support Check Phase:

No support reduction required.

Expand Pretender Empire Phase:

Not applicable.

Gain Legacy Phase:

Jed gains two legacy for governing two provinces.

Buy/Trash Cards Phase:

Jed has three political points (1 point from Asia, 2 points from Syria) with which to buy or trash cards. He buys a **Blue 2 (Tribute)** influence card, which is placed in his Discard Pile, losing the remaining point.

End of Turn Phase:

No Mobs to add nor barbarians to flip. He then refills his hand to five cards.

As you can see, the first few turns of a typical game are relatively simple as all players are initially motivated to expand their power on the map as quickly as possible to set up their card-buying engine. But the initial choices players make regarding which provinces to control and whether to take an aggressive or a defensive stance—combined with the results of the crisis rolls—will quickly drive the board into an asymmetrical situation. As players choose new cards for their decks, their options expand and conflicts arise, as we will see.



The board situation of the end of Turn 5. Jamey has just become Emperor and the gods have blessed his reign with **GOOD AUGURIES**. However, rumblings of war come from the east as Ardashir

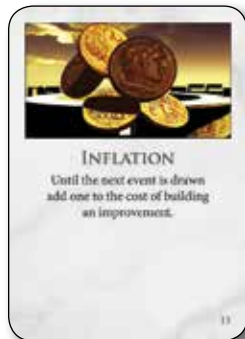
has appeared in the Sassanid homeland, and closer to home, the other players plot to overthrow his rule.

Green Turn 6

Upkeep Phase:

Nothing to remove.

Crisis Phase:



The roll is 7, which is the Event entry on the Crisis Table. The top card of the event deck is drawn and **INFLATION** replaces **GOOD AUGURIES**. The favor of the gods is fickle...

Take Actions Phase:

Wray plays a **Red 3 (Flanking Maneuver)**. He spends 1 Military influence to move his army from Macedonia to Thracia and then 1 Military influence to attack Jamey's army in the capital. Before the dice are rolled, Wray decides to use the Flanking Maneuver event to allow a re-roll of his dice, if needed. Wray rolls 1,1,2 (zero hits) and Jamey rolls 2,2 (zero hits). The other

players are not impressed. Since this would lose the battle (ties going to the defender), Wray uses his re-roll ability, exhorting his men to fight harder or be sent to the gladiator pits. His re-roll is 6,6,3 and the two bonus rolls granted by the sixes are 4,3 for a total of five hits! (Wray begins writing his book on motivational techniques...) Jamey removes both full-strength legions for four hits, the fifth hit is ignored, and Jamey's General is placed back in his Available Leaders box. Wray advances his army into the provincial capital and receives two legacy for his victory.

Wray next plays a **Blue 3 (Foederati)** and uses the event to recruit the Goth in Thracia into his army there. A discussion with Scott about whether Scott could take Pannonia or Italia away from Emperor Jamey ensues, but Scott points out the three Franks in Gallia that will require his immediate attention. Wray plays a **Blue 2 (Tribute)** and uses the event to flip the three Franks in Gallia to prevent any support loss this turn in hopes this will encourage Scott to move against the Emperor.

Wray uses the five Senate influence from the two previously played cards to target Thracia for a Place Governor attempt. Since he only needs two votes (3 support times 2, minus his 4 units currently in Thracia's capital), it is overkill, but he wants his fourth province and as a bonus it will weaken the Emperor. He easily gains the needed votes replacing Jamey's governor

with his own. Wray places his Governor in the two space in Thracia (support drops by one for replacing the Governor) and the support level of Italia drops from three to two since the Emperor had to remove a Governor from the map.

Since Scott is still waffling on attacking the Emperor, Wray plays a **Yellow 3 (Mob)** to place a Mob token in Italia, then adds a **Yellow 1**, using the four Populace points to build a Basilica improvement in Aegyptus. (Unfortunately, the cost is increased by one due to the INFLATION event.)

This ends his Take Actions phase and the one remaining Military influence point from the Red 3 card is lost.

Support Check Phase:

No support reduction required.

Expand Pretender Empire Phase:

Not applicable.

Gain Legacy Phase:

Wray gains five legacy (+4 for governing four provinces, +1 for the Basilica improvement).

Buy/Trash Cards Phase:

Wray has eight political points (2 points from Africa, Aegyptus, Macedonia, and Thracia) with which to buy or trash cards. He buys a **Red 4 (Praetorian Guard)** which now costs only four points since he governs four provinces, and then a **Blue 3 (Foederati)** for the remaining four points (three points plus one for having already bought one card this turn). Both new cards are placed in his Discard Pile.

End of Turn Phase:

No Mobs to add nor barbarians to flip. Wray refills his hand to five cards.

Blue Turn 6

Upkeep Phase:

Scott must remove the Castra marker from his army in Gallia.

Crisis Phase:

The roll is 8, which is the Alamanni entry on the Crisis Table. A third Alamanni is flipped to its active side and the dice are rolled again: 4, 5. No invasion occurs.

Take Actions Phase:

Scott plays a **Yellow 2 (Quaestor)** and spends the two Populace influence to place a Militia with his army in Gallia. He plays a **Red 1** to attack the inactive Franks in Gallia with this army. Scott rolls 5, 3 (for his legions) and a 5 (for his Militia) inflicting three hits. The barbarians roll 2, 4, 3 for one hit. Scott gains five legacy for his glorious victory (+2 for the victory, +3 for removing three barbarian units) and removes his Militia for the one hit.

With the difficult battle resolved, Scott plays a **Red 1** to attack the lone Frank in Hispania with his army there. Scott rolls 2, 1 (for his two legions) and a 4 (for his Militia) inflicting zero hits. The lone Frank, inspired by the slaughter of his brethren in Gallia, rolls a 6 and the bonus roll is a 4 for two hits! Scott

removes his Militia for the first hit and flips a full-strength legion for his second hit.

Disappointed, Scott moves on to play a **Blue 1** to attempt a Place Governor action in Macedonia. Needing four votes and only rolling 1 die the attempt fails.

Scott then plays a **Yellow 3 (Mob)** to place a Mob token in Pannonia (using the event) and also raises the support level of Hispania from two to three (using the influence points).

Finally, he places the Quaestor marker from the Yellow 2 he played at the beginning of the phase in Britannia.

Support Check Phase:

The support level of Hispania drops from three to two due to the active Frank in the province.

Expand Pretender Empire Phase:

Not applicable.

Gain Legacy Phase:

Scott gains three legacy for governing three provinces.

Buy/Trash Cards Phase:

Scott has six political points (2 points from Hispania, Gallia, and Britannia) with which to buy or trash cards. He buys a **Blue 3 (Foederati)** for three points and trashes a **Blue 1** from his discard pile for the remaining three points.

End of Turn Phase:

No Mobs to add nor barbarians to flip. Scott refills his hand to five cards.

Yellow Turn 6

Upkeep Phase:

Jamey must remove the Castra and Quaestor markers from Italia.

Crisis Phase:

The roll is 5, which is the Sassanids entry on the Crisis Table. A second Sassanid is flipped to its active side and the dice are rolled again: 1, 6. Normally one Sassanid would invade (as the black die is 1), but Ardashir's special ability causes all the active Sassanids to invade. Therefore, Ardashir and two Sassanids are placed in Syria (as the white die is 6).

Take Actions Phase

Jamey plays two **Yellow 2 (Quaestor)** cards and performs two Hold Games actions to remove the Mob tokens from Italia and Pannonia. He then places the Quaestor markers granted by the cards in Italia and Pannonia.

He plays a **Red 3 (Flanking Maneuver)** to place a third legion with his Italia army.

He plays a **Blue 3 (Foederati)** to recruit an Alamanni from their homeland into his army in Pannonia and uses the three Senate influence points to attempt a Place Governor action in Macedonia. He rolls 5, 2, 5 (three votes) which fails because four votes were needed (current support 2 times 2).

Finally, he plays a **Red 2 (Castra)** to place a Castra with his army in the Italia and creates a one-legion army in Pannonia for one Military influence point, losing the remaining point.

Support Check Phase:

No support reduction required.

Expand Pretender Empire Phase:

Not applicable

Gain Legacy Phase:

Jamey gains four legacy (+2 for governing two provinces, +2 since Italia is at support level two and he is Emperor). In addition, his Emperor Turns marker is moved from 1 to 2 as there are no Rival Emperors or Pretenders on the map.

Buy/Trash Cards Phase:

Jamey has four political points (2 points from Italia and Pannonia) with which to buy or trash cards. He trashes a Yellow 1 from his discard pile, losing the remaining point.

End of Turn Phase:

No Mobs to add nor barbarians to flip. Jamey refills his hand to five cards.

Red Turn 6

Upkeep Phase:

Jed must remove the Quaestor marker from Syria.

Crisis Phase:

The roll is 6, which is the Goth entry on the Crisis Table. A fourth Goth is flipped to its active side and the dice are rolled again: 1,1. One brave Goth invades Thracia.

Take Actions Phase

Jed plays a **Red 3 (Flanking Maneuver)** to add a third legion to his army in Galatia. He then plays a **Red 1** to move this army to Syria and another **Red 1** to attack Ardashir and the two Sassanids there, deciding to use the re-roll ability granted by the Flanking Maneuver event for this battle. Jed rolls 2, 5, 4 inflicting two hits while the Sassanids roll 4,1,2,3 (Ardashir rolls 2d6) for only one hit. Since he is winning the battle, Jed does not use the re-roll. He removes Ardashir and one Sassanid for the two hits he inflicted and flips one of his legions for the hit inflicted on him. He gains four legacy for this victory (+2 for the victory, +2 for removing two barbarian units). The surviving Sassanid is placed back in the Sassanid homeland still on its active side. Since his victory resulted in removing a barbarian leader, Jed can either take a 2 point discount on the first Military card he purchases this turn or take a free Increase Support Level action



The board situation of the end of Turn 6.

in Syria (where the battle took place.) Jed opts to increase the support level of Syria from two to three.

Following up on this result, Jed plays a **Red 2 (Castra)** to place a Castra marker with his army in Asia and uses 1 Military influence to flip his reduced strength legion in Syria back to its full-strength side.

He then plays **Blue 1** to attempt a Place Governor action in Macedonia. But rolling only one die and needing four votes, the action fails as expected.

Jed ends his Take Actions phase losing the remaining Military influence point from his Red 2 card.

Support Check Phase:

No support reduction required.

Expand Pretender Empire Phase:

Not applicable.

Gain Legacy Phase:

Jed gains three legacy for governing three provinces.

Buy/Trash Cards Phase:

Jed has eight political points (1 point from Galatia, 3 points from Syria, and 4 points from Asia) with which to buy or trash cards. He spends all eight to buy a **Yellow 4 (Pretender)**. (The cost is doubled since the value of the card, 4, is greater than the number of provinces he governs, 3.)

End of Turn Phase:

No Mobs to add nor barbarians to flip. Jed refills his hand to five cards.

At this point in the game, Jamey, with a lead in Emperor Turns, will gain 10 bonus legacy unless the other players act to depose him and claim the throne for themselves. However, Jamey's support on the throne is not strong, and Wray has already taken control of one province from him to bolster his family's own powerful fiefdom. Meanwhile, Jed has a great start at establishing his own throne in the eastern part of the Empire and setting himself up as a Pretender. But will Scott be able to match or even exceed the other players' achievements if he's left alone in the west?

14. HISTORICAL NOTES

14.1 Influence Cards

Red 1: Unidentified sculpture of a period Roman soldier.

Castra: The Latin word *castra* was used by the Romans to mean (among other things) a temporary camp constructed by legions for use as a military defensive position. When near enemies, the legions would construct marching camps. A trench would be dug around the camp, throwing the dirt inward, to be formed into a rampart. On top of this, stakes would be erected. The soldiers had to carry these stakes while marching. **Art:** Original drawing created for the game by Dariusz Buraczewski.

Flanking Maneuver: A flanking maneuver is an attack on the sides of an opposing force which significantly reduces the maneuverability of the outflanked force and its ability to defend itself. One of the most famous flanking maneuvers in history was used in Hannibal's victory over the Romans at the battle of Cannae in 216 BC. **Art:** Fresco from the synagogue in the Roman fortified frontier city of Dura Europos dating around 250 AD.

Praetorian Guard: The Praetorians may have been tasked with protecting the Roman Emperor, but they were also the single greatest threat to his life. The guard or their prefect played a part in the murder of Commodus in 192, Caracalla in 217, Elagabalus in 222 and Pupienus and Balbinus in 238. Emperor Pertinax was confirmed by the Praetorians in 193 and then slain just three months later when he tried to force them to accept new disciplinary measures. **Art:** The Praetorians Relief, part of the Arch of Claudius erected to commemorate the conquest of Britain, is a Roman marble relief dated to 51–52 AD and housed in the Louvre-Lens.

Blue 1: Marble statue from the 1st century of an aristocratic Roman with toga with a re-worked head of Emperor Nerva. Housed in the Vatican Chiaramonti museum.

Tribute: Historically, Rome paid tribute (basically a bribe) to the various barbarian tribes so they would stop their pillaging ways and head back home. One example was Alexander Severus who, on the advice of his mother, attempted to buy off the Franks who had invaded Gallia. It caused the Roman legions—who felt like the Franks should be punished for their insolence—to look down on him, eventually leading to the assassination of both Alexander and his mother. **Art:** Photo of the 33-lb. haul of bronze and silver Roman coins dating from the third century unearthed by Swiss archaeologists in July 2015 in the country's northern municipality of Ueken.

Foederati: *Foederati* was the practice of providing benefits in exchange for military assistance. The term was also used, especially under the Roman Empire, for groups of barbarian mercenaries, who were typically allowed to settle within the Empire. Basically, Rome gave barbarians land in return for help defending the empire. **Art:** A scene from Trajan's Column showing three barbarian foederati behind a Roman legionary. The looping lines around them are war bugles.

Damnatio Memoriae: A Latin phrase whose literal translation is “condemnation of memory,” meaning that a disgraced person must be stricken from memory. It was a form of dishonor that could be passed by the Roman Senate on traitors or others who brought discredit to the Roman State. The intent was to erase the person from history. **Art:** The Severan Tondo, a circa AD 199 tondo of the Severan family, with portraits of Septimius Severus, Julia Domna, Caracalla, and Geta. Geta’s face has been erased, because of the *damnatio memoriae* ordered by his brother.

Yellow 1: Painting of a carpet salesman by Ettore Forti (1850-1940).

Quaestor: A Quaestor was a magistrate in charge of the city’s treasury. As time passed their duties were expanded to include collecting taxes and tributes from the territories as well as recruiting new soldiers for service in the army. Eventually each provincial governor would have his own Quaestor. This event supposes your Quaestor is looking after your interests in the province while your attention is focused elsewhere. **Art:** Color lithograph of a Quaestor by Jacques Grasset de Saint-Sauveur (1757-1810).

Mob: Over one million people lived in ancient Rome and many of them did not have a regular job. Even the most powerful emperors had to keep this vast mob of Romans happy. Most did this by distributing grain and holding vast spectacles to keep them occupied. The Roman satirist Juvenal described this in his famous quote, “Two things only the people anxiously desire—bread and circuses.” Couldn’t have a game on ancient Rome without a Mob event. **Art:** Drawing of a mob assassinating P. Clodius Pulcher by Augustyn Mirys (1700-1790).

Pretender: A person who claims or aspires to a title or position—in this case Emperor of Rome. Most Emperors spent a lot of time and money stamping out numerous pretenders during their reign. **Art:** Queen Zenobia before Emperor Aurelianus by Giovanni Battista Tiepolo (1696–1770).

14.2 Events

Art: All event cards are original illustrations created for the game by Kurt Miller.

#1 PLAGUE OF CYPRIAN: The name given to a pandemic, probably of smallpox, that afflicted the Roman Empire from AD 251 to 270. Its modern name commemorates St. Cyprian, the bishop of Carthage, who witnessed and described the plague.

#2 ARDASHIR: The founder of the Sassanid empire.

#3 PRIEST KING OF EMESA: Uranius Antoninus successfully defended Syria against Shapur I in 253, but declared himself Emperor when he felt his actions were not appreciated by Rome.

#4 PALMYRA ALLIES: The defeat and captivity of emperor Valerian at the hands of the Sassanian monarch Shapur I in 260 left the eastern Roman provinces largely at the mercy of the Sassanids. Odaenathus, king of the Palmyrene Kingdom, attacked the Sassanids before they could cross the Euphrates, and inflicted upon them a considerable defeat. He was murdered in 267 under mysterious circumstances (some say it was Rome worried about his growing power), leaving his widow Zenobia as the leader of Palmyra.

#5 SHAPUR I: Son of Ardashir, who took over as King of the Sassanid Empire upon his father’s death in 242. The most notable event of his reign was the decisive defeat of the Romans at the Battle of Edessa, where the Roman army was defeated and the Roman Emperor Valerian captured. The Emperor was never released and for the rest of his life was used as a footstool by Shapur when he mounted his horse.

#6 POSTUMUS: Marcus Postumus was a western Roman emperor of provincial origin. He usurped power from Emperor Gallienus around the year 260 and assumed the title and powers of emperor in the western provinces of Gallia, Britannia and Hispania, thereby founding what was called the Gallic Empire. He ruled for the better part of ten years before he was murdered by his own troops.

#7 LUDI SAECULARES: A Roman religious celebration, involving sacrifices and theatrical performances, held in Rome every 100 to 110 years. The celebration lasted for three days and nights.

#8 CNIVA: A Gothic chieftain who invaded the Roman Empire and successfully captured the city of Philippopolis in 250, and killed Emperor Decius during the battle of Abrittus. This was the first time a Roman Emperor had been killed in combat against barbarians.

#9 ZENOBIA: The second wife of King Odaenathus, she became queen of the Palmyrene Empire following Odaenathus’ death in 267. By 269, Zenobia had expanded the empire, conquering Aegyptus and beheading the Roman prefect who attempted to recapture the province. She ruled over Aegyptus until 271, when she was defeated and taken as a hostage to Rome by Emperor Aurelian.

#10 BAD AUGURIES/#14 GOOD AUGURIES: The practice of divining the will of the gods from the observed flight of birds.

#11 RAIDING PARTIES/#12 PREPARING FOR WAR: Barbarian activity along the borders of the Empire was not constant and tended to wax/wane over time.

#13 INFLATION: The Roman Empire faced inflation caused by years of coinage devaluation. The easiest way for emperors to raise money for campaigning was by inflating the coinage, a process made possible by debasing the coinage with bronze and copper.

#14 DIOCLETIAN: Lived 244-312 AD, emperor of Rome 284-305 AD. His overarching reforms stabilized the empire and marked the end of the Crisis of the 3rd Century.

Credits

Design: Wray Ferrell & Brad Johnson

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Event Card Art: Kurt Miller

Map Graphics: Mark Simonitch

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Producers: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

Playtesters: We would like to acknowledge all the people who have played *Time of Crisis* over the years at various conventions and gaming groups. Your contributions helped turn an idea into a game. For going the extra mile, we would like to thank:

- Scott Blanton, Jeremy Maciejewski, Jed Humphries, Jamey Cribbs, and The Gamer's Armory
- Gordon Pueschner and the First Minnesota Historical Wargame Society
- Bill Dyer, Mark Ashton, Bill Desmarais, Lee Proctor, Glenn McMaster, Joe Abrams and the Ludophilia gang
- Jim Murray and his local gaming group

Frequently Asked Questions

Do Rival Emperors or barbarians reduce the support of neutral provinces?

No. The only time support is reduced in a province is as directed at the end of the province's Governor's player turn. So, for example, a Rival Emperor only reduces support of the province it's in at the end of the Governor's turn, and only reduces support of Italia at the end of the the Emperor's turn. Since neutral Governors/Emperors don't get turns, neutral provinces' support is never reduced.

Are barbarians in a player's army affected by Bad Auguries?

Yes. Once a barbarian joins a player's army it is treated like a Roman legion.

Does the Basilica improvement bonus apply to a Place Governor action initiated by the Praetorian Guard event?

Yes.

When playing with two players what do you do with the events that bring on Sassanid leaders?

Just go ahead and follow the event as normal. Since the Sassanids will never be activated it is the same as ignoring the event, but in this way you don't have to remember to ignore the event.

Do Barbarian leaders count as barbarians? In other words would a lone barbarian leader prevent you from building an improvement?

Treat barbarian leaders as barbarians for all cases in the rules. Think of them as enhanced barbarians.

Can you attack active barbarians in their homelands?

Yes. The Move Army action allows you to spend one Military influence point to move an army you command into an adjacent region. And region is defined as Provinces, sea zones or barbarian homelands. Therefore you may move an army into a barbarian homeland and attack any active barbarians there.

What happens to breakaway provinces when their support level drops below three?

Nothing. A support level is three is only required to create a breakaway province not to sustain it.

