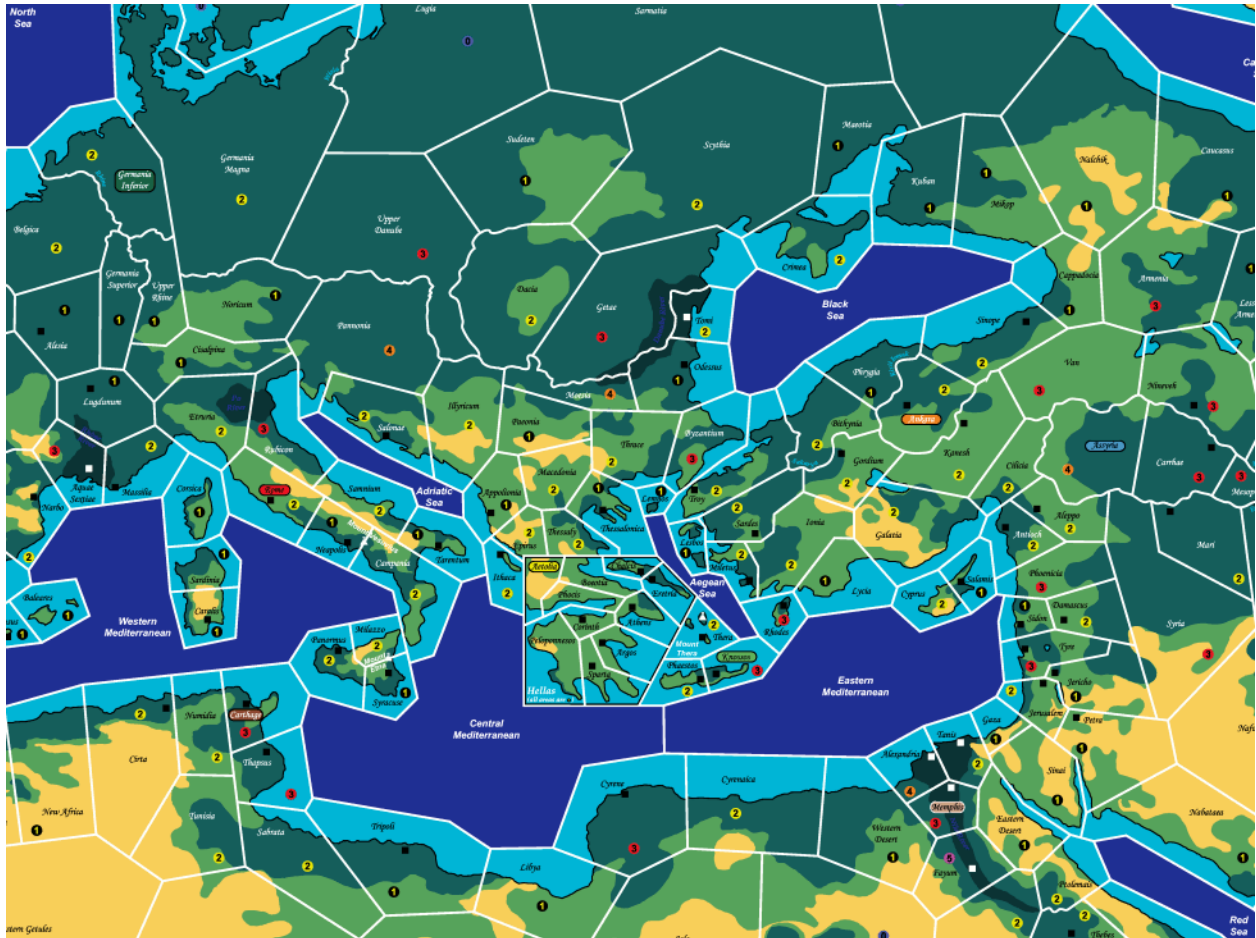


CIVILIZATION: The Rise of Rome



A scenario for 10 players
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SCENARIO INTRODUCTION

In the first paragraph of the Core Rulebook it is stated that the game doesn't end until the emergence of Rome as the dominant Mediterranean power. However, in a standard game of CIVILIZATION: The Expansion Project there is now way that can happen. In this scenario there is. In fact, that is the main objective of the *three* Roman players (yes there is three Roman players, all starting in Rome and all wanting to expand), while the main objective for the seven barbarian (as in non-roman) players is to make sure that doesn't happen.

However, in addition to this team play, each player must also make sure to become the most successful player in his team. This will hopefully lead to interesting dynamics between players. To the dynamic between the Roman players will be even more interesting, as they compete with each other, yet can not but help each other, to some extent as forced to by the rules, and to some extent just to avoid being overrun by the barbarians, who have an advantage in numbers.

Other changes includes a severely modified Civil War for the Roman players, as Civil War amongst the Romans mostly meant that the power of different Roman factions was redistributed.

In addition to the special rules for the Roman players, there are also special rules for the Celtic player. The Celts play with five additional tokens, but once less city. To compensate they need three tokens in city support and get trade cards as if they had one city more than they actually have, but they still need two real cities to enter the bronze age (and three, four and five real cities to enter the later ages). This is to represent the fact that the Celts had an important rural culture, but no urban culture to speak of.

To the Romans, the Celts was the barbarian hordes, which is represented by the fact that if the Celts end up with barbarian hordes, some Celtic tokens will go berserk and attack Rome, instead of the normal effects. The calamity still leaves a devastating depopulation to the Celtic civilization, but the Celtic player can take consolidation in the fact that it's almost as bad for his archnemesises, the Romans.

This scenario plays a lot with some of the more basic rules, and may thus be horribly unbalanced, but we, the authors, think it at least will be great fun to test, and who knows, after a test game or two it might actually develop into a decently balanced scenario.

Yours sincerely

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GAME SETUP

AMOUNT OF PLAYERS

There are 3 roman and 7 barbarian players. The roman players each play one of three factions in Rome (known as Rome 1, Rome 2 and Rome 3 for simplicity). The barbarian players each play one of the other Mediterranean Civilizations (term used loosely): Celts, Hellas, Hatti, Assyria, Egypt, Carthage and Iberia.

PLAYABLE MAP AREA

As per the Scenario Handbook, except that no areas belonging to Minoa are removed.

AMOUNT OF UNITS IN PLAY

As a standard game, except that the Celts have one less city but five additional tokens.

STARTING POSITIONS

Each roman player begins with one city and one token each in the area “Rome”.

The Celts begin with 8 tokens, placed as the player chooses within the area associated with the Celts according to the Scenario Handbook, limited only by population limit.

Hellas begins with a city in Athens, and four tokens placed as the player chooses within the Hellas blowup, limited only by population limit.

Assyria begins with a city in Aleppo, 2 tokens in Assyria and 2 tokens placed as the player chooses in adjacent areas, limited only by population limit.

All other barbarian players begin with a city in their starting area and 4 tokens placed as the player chooses in adjacent areas, limited only by population limit.

STARTING TECHNOLOGIES

All barbarian players selects a set of advances from the medium game advances setup table in the optional rulebook. Ignore the extra tokens column.

AST

All players begin in the second column (10 VP) of the AST. The roman players gets one extra turn before entering the early bronze ages. The scenario is only to be run for twelve rounds, and ends when the first player enters the fourteenth (70 VP) column on the AST. Consider the fourteenth column to contain the finish squares.

SPECIAL RULES

THE AREA “ROME”

The area “Rome”, starting area of all three roman factions, is special in many aspects. Firstly, more than one Roman player may have a city in the area. This is to represent the size of the metropolis Rome, as well as the fact that no faction had absolute control of the city. For all rule purposes each city in Rome is considered individually, even though they represent a single city. As the city Rome was the core of the Roman Empire, no roman player may choose to reduce or eliminate a city in the area “Rome” if the rules allow him to reduce or eliminate any other city instead. For other rules on how to deal with the fact that there are up to three cities in a single area, see the special rules for respective phase below.

CONFLICT

During conflict all roman units are treated as if they belonged a single civilization. If more than one roman player is involved in a single conflict they must reach consensus on what token or ship to remove as their casualty. If they can't reach consensus each involved roman player will have a casualty.

Roman ships may be used as a casualty only if it belongs to a roman player with tokens in the conflicting area that are holding Naval Warfare.

Roman tokens in an neighboring area may be used as a casualty only if it belongs to a roman player with tokens in the conflicting area that are holding Advanced Military.

Rome remains standing unless attacked by sufficient amount of tokens to overpower all roman cities in the area simultaneously.

CITY CONSTRUCTION

If the area “Rome” only contains roman units, any roman player who does not already have a city in the area, but have enough tokens in the area to construct a city, can construct a city in the area, regardless of any other roman units in the area.

If any area but “Rome” only contains roman units, and a roman player with tokens in the area could have built a city in the area if all units in the area was his, he may use all roman tokens in the area to construct a city, provided that either an absolute majority of the tokens in the area are his, or all involved roman players reach consensus.

REMOVAL OF SURPLUS POPULATION

During removal of surplus population all roman units is treated as if they belonged a single civilization. In areas containing only roman tokens belonging to a player who holds Agriculture the population limit is increased by one.

In areas with tokens belonging to more than one roman player, each player remove one token at a time alternately until the population limit is no longer exceeded. The player with the largest number of tokens in the area removes first. If two or more roman players have an equal number of tokens in the area, they remove their tokens simultaneously, unless they can reach consensus on who removes his token first.

CHECKING FOR CITY SUPPORT

When checking for city support each roman player counts how much support he needs, and how many tokens he needs. City support is then checked for the total of all roman players. As long as

the romans don't have city support, the roman player with the highest ratio support needed vs tokens on the board must reduce a city. If two or more roman players have the same ratio they must each reduce a city, unless they can reach consensus on who reduces his city first.

The Celts require one more token per city in city support.

ACQUISITION OF TRADE CARDS

The Celts acquire civilization cards as if they had one more city than they actually do.

RESOLUTION OF CALAMITIES

Volcanic Eruption or Earthquake

If a city in the area “Rome” belonging to primary victim of Earthquake is destroyed or reduced, all other cities in the area of “Rome” are destroyed, or reduced if the owner holds Engineering. This is not counted as being the secondary victim of Earthquake.

Treachery

No barbarian player may select a city in the area “Rome” unless that is the only city in the area “Rome”. No roman player who already have a city in the area “Rome” may select another city in the area “Rome”.

Famine

When a roman player with Agriculture is the primary victim and are removing tokens exceeding the printed population limit he may only remove tokens belonging to himself.

Civil War

If a barbarian player is the primary victim of Civil war, any barbarian player, but no roman player, can be the beneficiary. The beneficiary is the barbarian player with most unit points in stock.

If any roman player is the primary victim of Civil war, all roman players will be victims of civil war, and the procedure below is followed instead of the one set out in the rulebook.

First all roman players count and note their total amount of unit points on the board, and then all roman units on the board are replaced with white generic roman units.

Then each roman player choses 15 unit points of white generic roman tokens and replaces them with his own. The roman players does this in descending order of unit points on the board prior to civil war.

If there is one or more white generic roman city in the area “Rome”, a roman player must chose to replace one with his own. No roman player may replace more than one city in the area “Rome” with his own.

A roman player who holds Music selects an additional five unit points. A roman player who holds Drama and Poetry selects an additional five unit points. A roman player who holds Democracy selects an additional ten unit points. The effects of Music, Drama and Poetry, and Democracy are cumulative.

Then the barbarian player with most unit points in stock will replace additional 20 white generic roman unit points with roman units belonging to the roman player with most unit points on the board prior to civil war. The barbarian players with second and third most unit points in stock will then perform the same service for the roman player with second and third most unit points on the board prior to civil war, respectively.

Then, one area at a time, the barbarian player who at the moment has most unit points in stock will replace all white generic roman units in one area with his own, until there is no more white generic roman units left on the board.

Then each roman player holding Military, Naval Warfare, or Advanced Military remove five of his unit points per advance. The effects of Military, Naval Warfare and Advance Military are cumulative. If possible, these units should be taken from areas now bordering another roman player.

Slave Revolt

If a roman player is the primary victim of Slave Revolt he must support all his cities himself, and checks for city support normally, as described in the rulebook.

Barbarian Hordes

During the resolution of Barbarian Hordes all Celtic tokens are considered barbarian tokens, but they will not move nor be taken as casualties in battle. Thus the barbarian can also invade in any area containing an area containing Celtic units, or any are bordering an area only containing Celtic units and barbarian tokens. Also, during conflict during the resolution of this calamity Celtic tokens are counted as Barbarian tokens, but can not be used as casualties by the controller of Barbarian Horde.

If the Celts is the primary victim of Barbarian Hordes, they barbarians will not attack the Celts, instead parts of the Celtic population will go barbarian, and attack the roman players. If the Cets is the primary victim of Barbarian Hordes, the Celtic player must remove 15 unit points, leaving at least one token in each affected area. Cities that are eliminated by a Barbarian Hordes are replaced by at least one token, so cities account for a maximum of four unit points when calculating losses from this calamity.

If the Celtic player holds Politics or Provincial Empire an additional five Celtic tokens are removed per advance held. The effects of Politics and Provincial Empire are cumulative. If the Celtic player holds Monarchy, five less Celtic tokens are removed.

The removed Celtic unit points is then replaced with barbarian tokens, and attacks the roman players, as set out in the rulebook, with the following exceptions:

- A. The Celtic player is the controller
- B. For the purpose of barbarian movement, all roman players are considered primary victims.
- C. Conflict with the romans is carried out according to the rules above.

Tyranny

A barbarian beneficiary may not select a city in the area "Rome" unless no roman players other than the primary victim has a city in the area "Rome".

Piracy

A city in the area "Rome" may only be affected by Piracy if it is the only city in the area "Rome".

SPECIAL ABILITIES PHASE

The area "Rome" can not be the target of Fundamentalism, Monotheism or Politics. A roman player who does not have a city in the area "Rome" may use Politics to target a single city in the area "Rome".

ACQUISITION OF CIVILIZATION CARDS

If one roman player holds a specific civilization card since an previous turn, the other roman players may purchase that civilization card for half the cost they otherwise would have to pay.

If two roman players holds a specific civilization card since an previous turn, the third roman player may purchase that civilization card for a third the cost he otherwise would have to pay.

WINNING THE GAME

THE END OF THE GAME

The game ends when at least one player moves his marker into the fourteenth column (70 VP) on the A.S.T. The move into the fourteenth column counts as the last step along the A.S.T. The player who first reaches the fourteenth column on the A.S.T. does not necessarily win the game.

VICTORY DETERMINATION

If the roman players own an absolute majority of the cities directly adjacent to each of the three Mediterranean areas (Western Mediterranean, Central Mediterranean and Easter Mediterranean), then the roman faction won. Otherwise the barbarian faction won. The winner of the game is the player in the winning faction with most victory points. There is no second or third place, but the rest of the players in the winning faction, as well as the player with the most victory points in the loosing faction, could be said to have achieved half a victory.