



BY DOM ATLAS

GAME MANUAL

SPECIAL THANKS TO MY LOVING FATHER

THIS GAME WAS CREATED THANKS TO SUPPORT OF THESE AMAZING PEOPLE

NAMES IN ALPHABETHICAL ORDER

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LUKE WALTER MCCREDIE - M. CLOWARD - M. HARB - M. ROTHMUND - M. TAPPEL - MARC S. - MARIACRISTINA GUGLIOTTA - MARIE-THERES FEY - MARIJN VAN BEDAF
MARISA DI DONA - MARK DEIBERT - MARKUS E. - MARKUS SCHÖN - MARTINA HUGENTOBLE - MARTINA HUNZIKER - MAURICE BROERS - MICHAEL KÖRBIS
MIKE DE JONG - N. OESCH - N. TWEEDY - N. WENDEL - NATHAN ANDREW STENGEL - NIKLAS THOMAS - OLIVER BUCHER - OMER SHAHAK - PABLO HERRERO GONZALEZ
PATRICK S. - PAUL GANSLEWITZ - PAUL OLIVER - PETER RUPPEINER - PETER SONDEREGGER - PHILIP ROGERS - PHILIPP JUSCHKA - PHILIPP KLEERBAUM - PHILIPPE SAJA
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THIERRY CHATARD - TIMOTHY SCHERTENLEIB - TINU EACHUS - TITUS LUNTER - URS VOGEL - VICENTE FANDINO - VLADIMIR P. - W. HUTSELL - W. MORGAN

COMPONENTS



A MASSIVE GAME BOARD FOR YOUR WAR COUNCIL



10 PLAYER MARKERS
2 FOR EACH PLAYER



40 LEGIO PAWNS
8 FOR EACH PLAYER



10 OFFICER PAWNS
2 FOR EACH PLAYER



100 ROAD MILESTONES
20 FOR EACH PLAYER



60 CITY FORTS
12 FOR EACH PLAYER



5 INFLUENCE CUBES
1 FOR EACH PLAYER



8 BASILICAS



41 HOSTILITY TOKENS



1 ROUND MARKER



5 PLAYER COHORTE BOARDS



ONE QUICK REFERENCE
PLAYER TURN GUIDE



4 CONQUEST DICE



50 STONE RESOURCE
CUBES



50 DENAR COINS



18 MANDATUM CARDS



54 DECEPTIO CARDS



18 CASTRA CARDS



27 FORTUNA CARDS

SET UP

- I** SET UP THE BOARD IN THE MIDDLE OF THE TABLE.
- II** PLACE THE ROUND MARKER ON THE GREEN SPACE MARKED "1" OF THE ROUND TRACKER.
- III** HAND OUT ONE COHORTE BOARD TO EACH PLAYER.
PUT ANY REMAINING BACK INSIDE THE BOX.
- IV** EACH PLAYER CHOOSES A COLOR AND PLACES ALL PIECES OF THAT COLOR NEXT TO THEIR COHORTE.
(PLAYER MARKERS, LEGIO AND OFFICER PAWNS, INFLUENCE CUBE, CITY FORTS AND ROAD MILESTONES)
- V** RANDOMLY SET THE FIRST TURN ORDER.
(ROLLING DICE, BY AGE, SWORD FIGHT...)
THEN PLACE ONE OF EACH PLAYER'S PLAYER MARKERS ACCORDINGLY ON THE TURN TRACKER.
THE TURN ORDER STARTS LEFT AND ENDS RIGHT.



- VI** - PLACE FIVE *LEGIO* PAWNS IN THEIR MATCHING RED SPACES ON THE COHORTE BOARD. ADDITIONAL PAWNS ARE PLACED WHEN THEY ARE RECRUITED.
- PLACE THE INFLUENCE CUBE ON THE INFLUENCE TRACKER IN SLOT 1.
- THIS IS YOUR CURRENT INFLUENCE
INFLUENCE IS A RESOURCE BUT WILL BE COUNTED AT THE END AS VICTORY POINTS



THESE MANDATUM CARDS ARE YOUR PERSONAL OBJECTIVES. KEEP THEM SECRET FROM THE OTHER PLAYERS.

- VII** SHUFFLE THE *FORTUNA*, *CASTRA* AND *DECEPTIO* DECKS AND PLACE THEM ON THE BOARD.



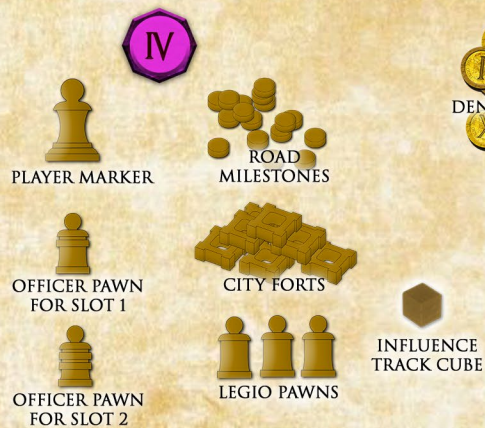
- VIII** PLACE THE TOP THREE *CASTRA* CARDS FACE UP, FROM LEFT TO RIGHT, IN FRONT OF THE DECK ON THEIR MARKED AREAS ON THE BOARD.

- IX** DEAL 2 *DECEPTIO* CARDS FACE DOWN TO EACH PLAYER. THE LAST PLAYER RECEIVES 1 ADDITIONAL *DECEPTIO* CARD.

- X** SHUFFLE THE *MANDATUM* CARDS AND DRAW CARDS EQUAL TO THE NUMBER OF PLAYERS PLUS 2. PLACE THESE FACE UP NEXT TO THE BOARD. ANY PLAYER CAN COMPLETE THESE.
- NOW DEAL 2 *MANDATUM* TO EACH PLAYER FACE DOWN. THESE ARE TUCKED UNDER THE *COHORTE* BOARD. ONLY THAT PLAYER CAN COMPLETE THOSE.
- RETURN THE REST BACK TO THE BOX.



- XI** PLACE THE
-*DENAR* COINS,
-*STONE* CUBES,
-*HOSTILITY* TOKENS AND
-*BASILICAS*
AT AN EASY TO REACH SPOT ON THE TABLE.



- XII** HAND OUT STARTING RESOURCES. EACH PLAYER STARTS WITH:



12 *DENAR* AND 8 *STONE*



- XIII** IN TURN ORDER, EACH PLAYER PLACES ONE FORT AND ONE OF THEIR PLAYER MARKERS ON A CITY IN *SPQR* (THE RED REGION) AND A ROAD MILESTONE ADJACENT TO IT. ROMA CAN'T BE CONTROLLED BY ANY PLAYER.



HOW TO PLAY



♦ GOAL OF THE GAME

The goal of the game is to be the player with the most influence at the end of the game.

You gain influence by conquering cities.

For your final score, you add points for cities you control and completed *MANDATUM* to your influence at the end of the game.

The player with the highest score wins.

The game ends as soon as a player completes 3 *MANDATUM*.

(Hint: Don't end the game unless you can ensure your victory!)

♦ GAMEPLAY OVERVIEW

The game unfolds over multiple rounds divided into 5 phases:

- FORTUNA - Start of the round
- ORDO - Setting the turn order
- STIPENDIUM - Receive resources
- AGERE - Action phase
- EPILOGUS - End of the round



FORTUNA



MOVE THE ROUND TRACKER AND REVEAL A FORTUNA EVENT CARD:

At the beginning of a round, place the round marker onto the current round number.

After the first 2 rounds (*after 3 rounds in a 2 player game*), the enemies of Rome will begin to fight back.

- From now on Cities can become hostile.

Whenever you place the round marker on a red spot, reveal a *FORTUNA* card for the round and resolve it's effects.

Resolving *FORTUNA* Events:

Events are only active until the end of a round.

If an Event states that you should reveal another card, resolve it's effects, then reveal another *FORTUNA* card.

All cards that are revealed during this phase stay active until the end of the round. (When you shuffle the *DECEPTIO* deck)



ORDO



DURING THIS PHASE, PLAYERS CHOOSE THEIR STARTING POSITION:

Remove your player markers from the turn tracker and starting with the first player, each player chooses a new spot on the turn tracker.

(Skip this phase if it's the first round of the game. The first turn order has been set during the game's set up)

- You can't choose a spot another player has already occupied.
- Players take their turns based on where on the turn tracker they are placed. (*Starting with the spot marked VIII*)
- First positions in the turn order cost Denar, while later positions are free.
- If you choose a position with a cost, pay Denar (as shown on the tracker) as soon as you place your marker on that spot.
- If you choose a free position, your marker will be placed on the last possible spot in the turn order.

EXCEPTION FOR 5 PLAYERS:

If all free spots have been chosen before you had a chance to place yours, place your marker on the next possible spot.

You are by default the first player. This will place you on a spot with a cost, but since you were the last player to chose, you don't have to pay for it.



STIPENDIUM



DURING THE THIRD PHASE, EACH PLAYER RECEIVES THEIR REOURCES:

ROADS



=



Each player gains 1 Denar for each road they control.

CITIES



=



or



Each player chooses to receive either 1 Stone or 2 Denar for each city they control.

BASILICAS



(Quarry)

=



Each city in the same region as a quarry produces double Stone



(Forum)

=



Players with at least one city in the same region as a forum gain 1 influence



(Temple)

=



Players with at least one city in the same region as a temple gain 5 Denar

DRAW DECEPTIO CARDS BASED ON YOUR INFLUENCE

I-V



=



If your influence is at 1-5, you draw 1 *DECEPTIO* card

VI-IX



=



If you have 6-9 influence, you draw 2 *DECEPTIO* cards

X



=



If you are at the maximum of 10 influence, you draw 3 *DECEPTIO* cards

Whenever you have more than 5 *DECEPTIO* cards in your hand, discard down to 5 cards.



HOW TO PLAY



IV

AGERE



PLAYERS TAKE THEIR ACTIONS IN TURN ORDER:

Starting with the first player, each player takes their turn using all their available actions before passing the turn to the next player.

Depending on the number of players, you get a certain amount of actions you can take during this phase.

- In a 2 player game you get 5 actions.
- In a 3 to 4 player game you get 4 actions.
- In a 5 player game you get 3 actions.

II : V ACTIONS
III-IV : IV ACTIONS
V : III ACTIONS

Select any combination of the following 8 actions.

You may do the same action multiple times, each time counting as an individual action.

BUILD A ROAD 	MOVE 	RECRUIT
SCOUT 	CONQUER 	PREPARATION 1 ACTION = II
BUILD A BASILICA 	SAIL 	NO OTHER ACTIONS AFTER THIS ONE

BUILD A ROAD

Place a milestone on an unbuilt road adjacent to your player marker by spending as much workforce and Stone as the road's value.

IF A ROAD'S VALUE IS III YOU MUST ASSIGN 3 AND SPEND 3

After building a road, you may move your player marker to the city it is connected to.

Place the pawns of units assigned to build a road on the build space of your COHORTE.



MOVE

You can only move on built roads, but you can move to any city as long as there are built roads connecting it to you. Roads adjacent to ROMA count as built.

- When you use a road controlled by another player, you must pay them I Denar to be able to use it.

- As soon as you move into a hostile city, you immediately have to take the conquer action.

If you don't have enough actions left, you can't move into a hostile city.



SAIL

You can sail (move) from any harbor (a city with 2 blue tridents) to any other harbor on the map.

Pay 3 Denar to depart a harbor and 3 Denar to arrive at the other.

- If a harbor is controlled by a player, you pay them instead.

- You don't pay for harbors you control.

If you want to sail to a hostile city, you **must** take the Conquer action immediately on arrival.

- If you don't have enough actions left, you can't sail to a hostile city.

- If you have to retreat from conquering, you return to the harbor you departed from.



SCOUT

You can assign your LEGIO as Scouts to any adjacent hostile City.

Pawns of scouting LEGIO are placed on the City they are scouting.

- The road connecting it doesn't have to be built.

- A hostile City can be scouted by up to 3 LEGIO in total, no matter from which player.

- You can scout multiple different cities within the same action.

Your Scouts let you roll additional conquest dice (+1 for each scout you control)

Scouts add to the attackers power, no matter who controls the scouts.





HOW TO PLAY - AGERE



CONQUER

Unless another player already controls it, you can conquer any city your player marker is placed on. An uncontrolled city is either peaceful or hostile. Hostile cities are marked by a hostility token. You conquer cities by moving your player marker onto it and assigning units with power equal to or higher than the city's value. **Cities in SPQR can't be conquered and players can't lose control of their starting city in SPQR.**



CONQUERING A PEACEFUL CITY

Assign units with total power (**X**) equal to or higher than the city's value.

Place the pawns of units assigned to conquer on the conquer field in your *COHORTE*.



CONQUERING A HOSTILE CITY

Roll conquest dice depending on the level of hostility, and add the rolled result to the city's power. If you have scouts in that city, you add that many conquest dice to each roll, giving you the choice which result to add. After the power of the city has been set, assign any number of units with at least equal power to successfully conquer that city. The power of all scouts (from any player) in that city is added to your attacking power.

HOSTILE CITIES

A city can be 2 levels of hostile:



ALERT



MOBILIZED

Alert: roll **once** and add the result to the city's power.
Mobilized: roll **twice** then add both numbers.

Example:

If you attack a hostile city that is mobilized and have 2 *LEGIO* scouting it, roll 3 dice (1 city + 2 scouts) for the first roll and choose the result. Then for the second time, roll 3 dice (1 city + 2 scouts) again and choose the result. Add both results to the city's base power - this is the final power of the city.

SUCCESS

- Place a fort on that city.
- If the conquered city was peaceful, you gain 1 influence.
- If the conquered city was alert, you gain 2 influence.
- If the conquered city was mobilized, you gain 3 influence.
- Place all your scouting pawns on the conquer field in your *COHORTE*.
- If there were any scouts from other players on that city, return them to their *COHORTE*'s *LEGIO* slots. That player gains 1 influence.

FAILURE

- If you don't have enough power to conquer a city, you don't assign any units and instantly fail to conquer.
- Move your player marker back to the last city it was placed on before the attack.
- Scouts (from any player) in that city are dead and their pawns are placed back outside their *COHORTE*.
- You lose influence equal to the value of the dice.
- Should the city have been peaceful, you lose 1 influence and the attacked city becomes hostile.

HOSTILITY

Beginning with the third round (4th in a 2 player game), after conquering, all uncontrolled cities connected by a road (built or not) to the attacked city, become increasingly hostile. Increase their hostility by either placing a hostility token on those cities or turning a hostile city token upside down.

THE VALUE OF THE CITY REMAINS THE SAME.
CITIES IN SPQR CAN NEVER BECOME HOSTILE.



PEACEFUL to **ALERT**

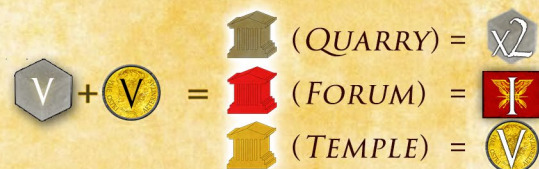


ALERT to **MOBILIZED**

BUILD A BASILICA

You can spend 5 Stone and 5 Denar to build any type of *BASILICA* in a Region outside of *SPQR*.

- There can't be more than one *BASILICA* in a Region.
 - *BASILICAS* can't be built in *SPQR*. (The red starting Region)
- As long as there are no hostile cities in a Region with a *BASILICA*, they give each player controlling a city in that region a bonus to their resources.



PREPARE

When you prepare, you end your turn and gain 2 Denar for each action you didn't use. Once you've taken this action, you can't take any other actions.

You gain Denar from taking this action **before** you have to pay for your *COHORTE* at the end of your turn.

I ACTION = **II**

NO OTHER ACTIONS AFTER THIS ONE



HOW TO PLAY - AGERE



RECRUIT

You can either recruit more *LEGIO* - OR - an Officer from the *CASTRA* on the Board.

RECRUITING *LEGIO*

Recruiting a new *LEGIO* cost 1 Denar. You can recruit any number of *LEGIO* within the same action, but you can't recruit more than you have slots available in your *COHORTE*.



RECRUITING OFFICERS FROM THE *CASTRA*

Officers are powerful units with special abilities that you can recruit. To be able to recruit an officer, you will need to have influence equal to or higher than shown on the top left of the card. If you meet the requirements, pay its Denar cost by adding the *CASTRA* slot cost and the additional cost of the unit shown in the top right of the card.

- Take the card and place it with a pawn in an officer slot in your *COHORTE*. You can discard one of your officers to free up a slot for your newly recruited officer.
- Draw a new card from the *CASTRA* pile. Move the remaining cards in the *Castra* slots according to the arrows and place the new card in the free

Available officer slots in your *COHORTE*:

- Slot 1 is available to you throughout the game.
- Slot 2 is available as soon as you have 6 or more influence.
- Should you fall below 6 influence, you must discard your officer in slot 2 by shuffling it back into the *CASTRA* pile.

CYCLE



You may pay 3 Denar to discard the 3 available officers and draw 3 new ones. Place all new units in a *castra* slot, starting from left to right. Shuffle the discarded cards back into the pile. If you decide not to recruit a unit after cycling, you still spent your action.

CASTRA CARDS



USING ABILITIES:

Every officer has an ability. Abilities can be static effects that are always active or activated abilities that require you to assign that unit to its ability.

ASSIGNING UNITS:

You assign units only during your turn. When you assign a unit, place its pawn on the corresponding field (Work, Conquer or its own ability). Once a unit is assigned to something, you can't use it again that turn. To use the ability of an officer, place its pawn on its ability. This is not an action.

OFFICER SLOTS



FREE ACTIONS

PLAY *DECEPTIO*

- You can play *DECEPTIO* cards at any time during your turn
- playing *DECEPTIO* doesn't require actions.

Playing an *DECEPTIO* costs +1 influence for each one you played this round.

You can't spend more influence than you have and you can't fall below 1 influence.

the first *DECEPTIO* is free
the second costs 1 influence
the third costs 2 influence
the fourth costs 3 influence
and so on...



BUY INFLUENCE IN ROMA



Once each turn when you enter Rome, you may spend Denar to buy influence.

- You can only buy 1 influence this way.
- You pay Denar equal to the influence you would have.

influence track from 1 to 2 = 2 DENAR
influence track from 2 to 3 = 3 DENAR
influence track from 3 to 4 = 4 DENAR
influence track from 4 to 5 = 5 DENAR
and so on...

AT THE END OF YOUR TURN, PAY YOUR *COHORTE*

Pay in the following order:

1. Pay 1 Denar for each *LEGIO* you control.
2. Pay 2 if you have an officer in your first slot.
3. Pay 3 if you have an officer in your second slot.

DISCARD ANY UNITS YOU CAN'T PAY

After you paid your *COHORTE*, return all pawns (except scouts) back to their slots.





HOW TO PLAY



EPILOGUS



SHUFFLE THE *DECEPTIO* DISCARD PILE BACK INTO THE DECK
END OF THE ROUND - *FORTUNA* EFFECTS END - BEGIN THE NEXT ROUND

MANDATUM

HOW TO WIN THE GAME

The goal of the game is to gain the most influence. *MANDATUM* add bonus influence points at the end of the Game. You can complete your personal *MANDATUM* (tucked under your *COHORTE*) or the communal *MANDATUM* (face up next to the Board).

HOW TO COMPLETE A MANDATUM

A *MANDATUM* counts as completed as soon as all requirements are met. As soon as you completed a *MANDATUM*, place it face up next to your other *MANDATUM*.

CONTROL V.S. CONQUER MANDATUM

Control means that a single player must control all of the objectives.
Conquer means that the empire (any amount of players) has conquered the region.

HOW TO CONQUER A REGION

The player who conquers the last city in the noted region completes this *MANDATUM*.
A region counts as conquered as soon as all cities in that region are controlled by players.
If this is a personal *MANDATUM*, **you complete it** as soon as **any** player conquers the last city in that region.
(only you can complete your personal *MANDATUM*)



BONUS
POINTS

ENDING THE GAME

THE FIRST PLAYER TO COMPLETE 3 MANDATUM ENDS THE GAME

When a player completes their third *Mandatum*, there will be no more rounds after that. Each player who hasn't taken their turn yet still does like in any other round.

Once the turn order is complete and you finished the round, count your total points to determine the winner:

Take **the number on your influence track** in your *COHORTE* and **add 1 point for each city** you control and **bonus points from your completed Mandatum** to the total. This is your final score.

THE PLAYER WITH THE HIGHEST SCORE WINS THE GAME.

VARIANT: THE FAST GAME

COMPLETE 2 MANDATUM TO END THE GAME

This variant plays exactly the same as usual, but you need to complete 1 less *Mandatum* to end the Game.
Beware that some players may be able to complete two *Mandatum* in a single turn!

FAQ: So why does the round track have 12 rounds?

The round track is merely a tool to know what round you're in. The game is most likely to end before you reach round 12.
In the rare case that you should reach the 12th round, consider it the last round of the game.

COMMON USED TERMS* IN VIAE

<i>AGERE</i>	=	Action phase	<i>FORTUNA</i>	=	Cards that change the rules of the game for one round
<i>BASILICA</i>	=	Special building granting you bonus resources	<i>MANDATUM</i>	=	The game's main objectives
<i>CASTRA</i>	=	Pool of recruitable units on the board	<i>EPILOGUS</i>	=	Shuffle intrico cards and end of the round
<i>COHORTE</i>	=	Player board representing your legion	<i>ORDO</i>	=	Selecting the turn order
<i>DECEPTIO</i>	=	Hand cards that change the game state	<i>STIPENDIUM</i>	=	Gather resources

*Disclaimer: used terms might be incorrect and differ from latin

CREDITS

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MADE IN CHINA

FOR MORE INFORMATION, HEAD TO: www.VIAE-GAME.COM

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