

ROMOLO ☉ REMO?

Central Italy around year 753 B.C.: Many new villages have been founded in the region of Latium. This land is prosperous and a strong city here can easily control the trades between the Etruscan cities of the North and the Greek colonies of the South. The region is also rich in salt ponds and salt in this period is worth more than gold! It doesn't exist a better place for a new city!

The two grandsons of the King of Albalonga, the twins Romolo and Remo, descendants of Enea of Troy, don't want to miss the opportunity to dominate the region and, acting against each other, try to establish two cities close to the Tiber river.

Their venture is not easy: also the king of Antemnae and the King of Crustumerium will fight to dominate the zone! Which one will prevail?

In this game, players act as Kings of the new cities in the Latium and have to compete with each other in order to gain the control of the whole Region. Who will be able to build the strongest city? Who will be the founder of a new civilization, or maybe of an Empire?

In "Romolo o Remo?" players have to manage their kingdom and their growing settlement. Two aspects are crucial: the citizens, as players act with citizens to do many different actions, and the territory, as players can act only in the territories they are able to control (excluding war ofc!). If the population grows, the players will be able to do more actions, but in the meantime, they will have to feed all of them.

Money, resources, trades, city buildings and specialized characters increase the player possibilities. And not last, soldiers and mercenaries, and war declarations can change in any moment the game story.

CONTENTS

16 warehouses	22 brown cubes		20 character tiles	
20 walls	22 white cubes		5 market tokens	
8 temples	22 yellow cubes		6 penalty tokens	
5 aqueducts	12 blue cubes		7 multiplier token	
5 forums	12 pink cubes		33 coins value 1	
5 harbors	22 plain hexes		12 coins value 5	
16 farms			9 coins value 0.5	
8 quarries/sawmills	10 hill hexes		1 die	
4 towers			24 virtual die token	
24 workers	10 forest hexes		1 market table	
16 soldiers			1 rulebook	
8 mercenaries	15 water hexes		4 player reference sheets	

SETUP

Choose **player color** and randomly choose the **Starting Player**. Place 9 Water Tiles face up near the playing area forming the **Water Pile**.

Beginning with the starting player, and proceeding in clockwise order, each player takes 2 Plain Tiles and secretly chooses 1 Forest Tile or 1 Hill Tile. Take all the remaining hexes, shuffle them, and place them face down to form the **Terrain Pile**. Take a number of tiles from the terrain pile and place them face down on the table, as indicated by the yellow/red hexes on the figure below. Different configurations exist depending on the number of players (for a 1-player game, check the *Solitaire Game Section* at the end of the rulebook). Each player places his 3 tiles face down in his 3 **Starting Hexes** indicated by *grey hexes* in the figure below. When all players have finished their placement, all the Starting Tiles are turned face up.

Finally put on central tiles as indicated by the red hexes in the figure below a random **Multiplier token** from the those available on the box.

Get all Character Tiles from the box, and take 1 Praepositus character for each player in the game and place them on the table

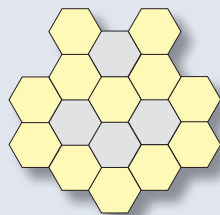
to arrange a **Character Display**. Remove from the game all the remaining Praepositus characters. From the remaining character randomly choose 2 tiles for each player in the game and place them face up on the Character Display. Place all remaining tiles face down to form the Character Pile. Then in a 3 player game remove 4 Tiles from that pile; in a 1 or 2 player game remove 8 tiles.

On the **Market Board** place 1 Price Token (black cube) in each of the 5 Resource Columns. Place them on the cells corresponding to the value 1: These Tokens show the current Market Values of each Resource.

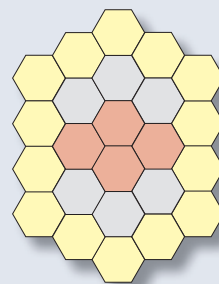
Create the game **Bank**: For each Player in the game add 5 Walls, 4 Warehouses, 4 Farms, 2 Mercenaries, 2 Temples, 2 Quarries/Sawmills (both use the same token). Then, independent from the number of player add to the bank: 1 Aqueduct, 1 Forum, 1 Harbor. Then add to the Bank all coins (coins are: gold value 5, silver value 1, bronze value 0.5) and resource cubes available. *E.g. In a 4-player game 20 Walls, 16 Farms, 16 Warehouses, 8 Mercenaries, 8 Temples, 8 Quarries/Sawmills, 1 Aqueduct, 1 Forum, and 1 Harbor are placed in the Bank together with all coins and resource cubes.*

Each Player takes from the Box: 1 Aqueduct, 1 Harbor, 1 Forum, 1 Tower (of

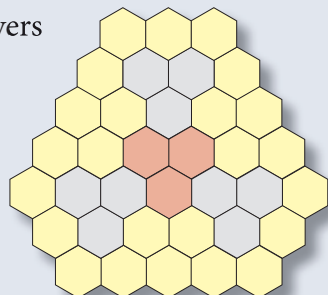
1-player



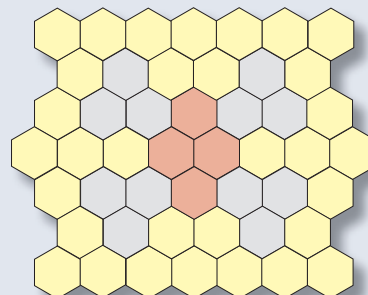
2-players






3-players



4-players



the player color), 6 Workers (of the player color), 4 Soldiers (of the Player color), and **from the Bank:** 1 Farm, 1 Warehouse, 2 Grain , 2 Wood , 2 Stone , 2 silver Coins, and 1 extra resource of his choice.

Beginning with the Starting Player, and proceeding clockwise, players **place** 2 workers (of their color), 1 Tower (of their color), 1 Farm and 1 Warehouse from their hand to their Plain starting hexes. Players must do that token by token. The Tower position defines the player **Capital**. Once all players have place their five tokens the game can begin!

GAME PHASES

The game is played in different Rounds. In each Round all the players in clockwise order and starting with the Starting Player execute all the 3 Phases of their round (first player does all 3 phases, then the other player does all 3 phases, and so on):

Action Phase: the Player's Units take their Actions.

Combat Phase: Battles are resolved.

Maintenance Phase: The Player receives Resources and maintains Units.

ACTION PHASE

In the desired order the Player activates all or some of his Units (Workers, Soldiers and Mercenaries) to take different Actions. If the Player decides to skip this Phase (none of his Units takes any Action) the Player receives **1 Silver Coin** from the Bank.

All Units have **2 Actions**. If a Unit takes 2 Actions in the same Phase, the first one must be a Move Action. *For example, if a Worker unit takes two Actions, the first one must be a Move Action, and the second one of any kind (also another Move Action).*


The Actions are to 4 categories: **Move**, **Building** (Build, Dismantle, Transform), **Production** (Produce, Gather, Refine), **Growth** (Buy Worker, Buy Soldier, Hire Mercenary, Hire Character) and **Market** (Sell, Buy).

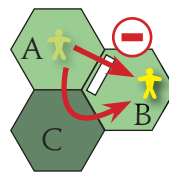
- After its **last Action each Unit is placed lying down on the hex** to indicate it has done.
- **Mercenaries and Soldiers** Units, Units with a **penalty token** (see below), Units which are in a hex with **hostile Units can do only Move Actions**.

Hostile Units: When the acting Unit is in the same hex of Units of another player, this player chooses if they are hostile or not to impede or not its Action.

MOVE ACTION

The Unit moves to an adjacent Hex.

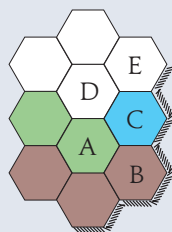
- A Unit in a Hex containing a **hostile Unit** can Move only toward its Capital. Note: If that happens in its Capital Hex, it can Move in any direction.
- A Unit takes a **Penalty Token**  when it moves to enter in a Hex crossing a Wall.



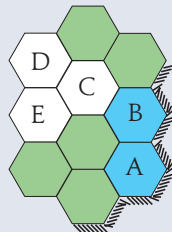
If the yellow Unit moves from A to B crossing the Wall, it takes a Penalty token. By other hand, if the Unit moves trough C, nothing happens.

Penalty Tokens impede all non-Move Actions and give a penalty on Combat. They are not cumulative and are removed at the end of a battle made against opponent Units or when the Unit moves again.

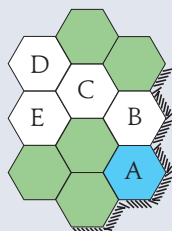
- A Unit can move to a **Water** tile only if it moves from a Hex with a Harbor or from another Water tile. Note: Movement from a Water tile to a Land tile doesn't have any special requirements.
- When an Unit moves to a **face-down** Tile an **Exploration** takes place: The Tile is put face up and the Unit ends its Round (put it lying down). If the turned tile is a Water Tile the Unit Token is placed back (lying down) to the Hex were it was before the last Move Action.



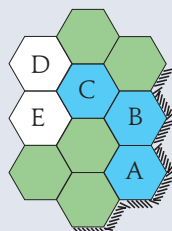
1. The hex A is explored: it's a Plain. As this hex is adjacent to the water hex C, players check the river rule: The hex C has 2 unexplored hexes adjacent (D-E), so nothing happens.



2B. Then the river rule is applied to hex B: the hex B has only 1 unexplored hex adjacent (C), so the players change it immediately with a water hex (face-up).



2A. The hex A is explored: it's a Water. The river rule is checked: the hex A has only 1 unexplored adjacent hex (B), so the players must change it immediately with a water hex (face-up).



2C. Then the river rule is applied now also to hex C: it has 2 unexplored hexes adjacent (D-E), so nothing happens.

River Rule: When as consequence of an Exploration any Water Tile becomes adjacent to exactly 1 face-down Hex Tile, this adjacent face-down Tile is immediately discarded and replaced with a face-up Water Tile taken from the Water Pile.

If as consequence of this tile replacement any other Water Tiles became adjacent to exactly 1 face-down Hex Tile, also this tile is replaced as the first one.

Again, if as consequence of the second tile replacement any other Water Tiles became adjacent to exactly 1 face-down Hex Tile, the procedure is repeated a last time as up to 3 Tile replacement are possible in the same Round.

This procedure is skipped if the Water Pile is empty.

BUILDING ACTIONS

BUILD

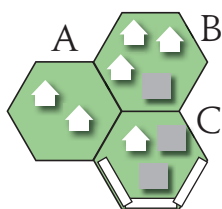
A Building Token is placed on the Worker's Hex. The player must take this token first from his hand, as on Setup each player receives 1 Harbor, 1 Aqueduct, 1 Forum, or, only if not available there, from the Bank. He must be able to pay the building cost in Resources to the Bank and the Hex must have a correct Terrain Tile. The list of all the available Buildings with their cost and

Building	Cost	Terrain	Power
Farm	1 1	Plain	Feeds 2 Units
Warehouse	1 2	Plain	Store Resources
Harbor*	3 2	Plain adjacent to Water	Unit can Move in Water from Harbor. 2 exchanges on Market
Temple	2 1	Plain	Building cost reduction
Sawmill	3 1	Forest	+1 Wood
Quarry	1 3	Hills	+1 Stone
Aqueduct	4 2	Plain	+1 building limit +1/hex
Forum	2 2	Plain	Market coin bonus
Wall	1 or 1	A side of a non Water tile	Give a Penalty token to crossing Units. Stop Influence spread
Tower	not available	Plain	Capital. Soldier generation. Act as CV 3 Unit when directly attacked

* place the token on the Plain Hex side near the water.

Terrain types where they can be build is in the Buildings Table below.

- Up to 3 **Walls** can be placed with a single Build Action. Walls are placed on the tile near the side of the Hex (1 wall for each different side).
- Apart from **Farms, Warehouses, and Walls** a Hex can't have more than 1 Building of the same kind.
- **No more than 4 Buildings** can be placed on the same tile. Note: **3 Walls** count as 1 building for this limit. The limit is raised if the Hex or an adjacent Hex has an **Aqueduct**: in this case 1 additional Building is allowed for each Aqueduct.



The Hex A had space for other 2 buildings (there are 2 Warehouses; the hex Size is 2). The Hex B has no more space available (there are 3 Warehouses and 1 Farm; Hex Size 3). Also the Hex C has no more space available (there are 2 Farms, 1 Warehouse, and 3 Walls; Hex Size 2).

- If a **Temple** is in the same Hex of the Worker, the building cost is reduced by 1 resource (any kind). A minimum of 1 resource is always required.

DISMANTLE

Remove a Building in the worker's Hex. The player receives in his hand the Resources of to the Building's cost minus 1 resource (player choice).

TRANSFORM

A Building Token in the worker's Hex is replaced with a different Building Token.

HEX SIZE

In this rulebook the **Size** refers to the number of buildings of a Hex excluding the Farms.





The whole cost of the new Building must be paid as for the Build Action.

PRODUCTION ACTIONS

PRODUCE

Some resource cubes are taken from the bank and placed in a **Warehouse**: place the cubes produced near the Warehouse Token.

The kind of Resource produced depends on the Tiles in which the Worker is:

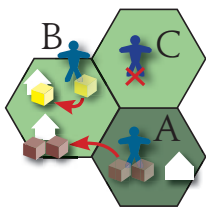
- Plain** produces 1 grain resource 
- Hill** produces 1 stone resource 
- Forest** produces 1 wood resource 
- Water** produces 1 salt resource 

Note: To produce Salt from a Water Tile the Worker must be positioned on an adjacent non-Water Tile.

- This action can be **performed once per Phase in each Hex**. To remember you already produced on a Hex, place the worker laying down on a side.
- The **Warehouse must be empty** and placed on the **same hex** of the Worker or on an **adjacent hex**.
- A Warehouse stocks the production of a **single Worker** independently from the number of resources produced.

THIS BUILDING IS MINE?

Excepting the player Tower, **Buildings have not property**. Any player can take advantage of them: who built them and where they are placed doesn't matter. For example, It could happens that a worker of player come inside the Kingdom of another player and use his Farm, or his Temple. There are some restrictions on Action available in the opponent area (see penalty tokens and hostile unit presence), but players have to pay attention to Unit of their opponent!



The worker in A produces 2 wood resources as there is a Sawmill: the player places it in an adjacent warehouse. The worker in B produces

1 grain resource and the player places it in the free warehouse in the same hex. At this point the worker in C cannot produce, as there are not free houses available.

GATHER

The Player receives all the resources stored in a Warehouse on the Worker's Hex, without having to wait for the Maintenance Phase. The Warehouse is then emptied and can be used again to store other resource.

REFINE

The Player exchanges 2 resources of the same type from player hand and/or from the worker Hex with 1 Refined resource (🏠) from the Bank. The new resource is put in player hand.

GROWTH ACTIONS

BUY A WORKER

A new Player's **Worker token** is placed lying down on the Worker's tile (it can be used starting from the next Round). The Player must pay 3 Grain.

- **Worker Limit:** it's possible to buy up to 4 workers without any limitation, but to buy 5 workers is required a Capital of Size 4 or more, and to buy 6 workers a Capital of Size 5 or more. Note: This limit works only to buy worker, not to have them.

BUY A SOLDIER

A new Player's **Soldier token** is placed lying down on the Worker's hex (it can be used starting from the next Round). The used Worker is removed and come back to the player hand. The player must pay 2 Refined resources.

- This action can only be done in the Hex with the Tower.

HIRE MERCENARIES

1-2 **Mercenaries token** from the Bank are

placed in the Worker's Hex. The Player must pay 1 silver coin per each Mercenary taken. It's possible to pay this cost also with any resources considering their actual Market value. New Mercenaries can act in the same Phase in which they are placed.

- It's not possible to hire Mercenaries in a Hex where are hostile Units.

Note: to remember the Mercenary is yours, put a cube of your color near the Unit.

HIRE A CHARACTER

Using a Worker action the Player takes a **Character tile** from the Character Display on the table and place it in front of him. Replace immediately the tile by drawing a new one from the Character Pile. If the pile is empty the Character is not replaced. The Player must pay a value in coins of 2 plus 1 for each Character he already owns. *Example: The first Character bought costs 2, the second 3, the third 4 and so on.* Each Character gives the Player a special bonus that **can be used only once per Round** at Player's choice. The complete description of the Characters is at the end of the Rulebook.

- It's possible to hire only 1 character per player Round.

MARKET ACTIONS

SELL

A Player's worker sells 1 Resource token from player hand or from the Worker's Hex to the Bank and receives the Market Value of the Resource in coin.

- If the Market Value of the Resource is 0 this action cannot be done.
- If the Worker is in an **Harbor** Hex it's possible to sell 1 additional resource.
- If the Worker is in a **Forum** Hex, the Player gains extra Coins on each transaction done: if the Hex has **Size 4** the Player gains 1 extra silver coin, if the Hex has **Size 5 or more** the Player gains 2 extra silver coins. In addition of that for each Forum in an adjacent Hex the Player gains 1 extra silver coin.

The Resource cube sold must be placed on the Market Board over the Column of a Resource (player's choice). This Resource price will increase during the next Market Update in the Maintenance Phase.

- The selected Resource Column **must be different from the Resource just sold** and cannot have **more than 2 Resources cubes**. For example, if the player sells a grain resource cube, he cannot place it over the grain column. By the same way, he cannot place it in the Wood column, if there are already 2 Resource cubes.

BUY

A player's worker buys 1 resources from the Bank to the player hand by paying their current Market value.

- If the resource **value is 0**, the player receives 2 resources instead 1, paying them 1 bronze coin.
- If the Worker is in an **Harbor** Hex, it's possible to buy 1 additional resource.

COMBAT PHASE

The active player is the Attacking Player and can use any of his **standing up unit** to attack a target which is in the same hex, in the order he prefers if there are multiple attacks.

The attacker has to choose a target for all his fighting Units. For each target selected 1 round of battle has place. Players have to follow these steps:

SELECT THE DEFENDING UNITS

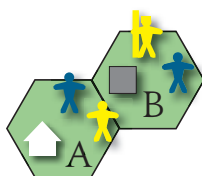
If the target is an Unit the Defending Player is the owner of the target Unit. He can also decide to use other Units to defend the first one.

If the target is a building, all Players, which have Units in the same Hex where the battle has place, in playing order, can decide to defend it with one or more Units. In this case the Defending Player will be the one who decided to use more Units (or in case of tie of number of Units, the Defending Player will be the first player in player

order).

Note: If a Unit is itself the target of another attack that Unit can't be used to defend another target.

If there is not a Defending Player the target is automatically removed.



When the Combat phase begins, the yellow player has two unit still standing up: a worker in A and a Soldier in B. Both Unit can attack a

target in the same Hex (player choice): for example the Worker in A can attack the warehouse and the Soldier in B can attack the Blue Worker.

DETERMINE THE COMBAT VALUES

Workers have **Combat Value (CV)** 1 while Soldiers CV 3 and Mercenaries CV 2.

The Attack Value (AV) is the sum of the CVs of all the Units attacking the target and the Defense Value (DV) is the sum of the CVs of all the Units defending the target. There are some modifiers to apply to attack or to defense:

Units with a penalty token*	-3 attack
Units in a 1-3 Size Capital	+1 defense
Units in a 4 Size Capital	+2 defense
Units in a 5+ Size Capital	+3 defense

* Note: penalty tokens are not cumulative: the penalty is always -3 also for multiple penalty tokens.

The **Tower** is a special Building and acts like an Unit of CV4: It can actively defend itself or defend other Units in the same Hex. As it cannot Move, the Tower cannot defend other Buildings.

- The minimal Attack Value and Defense Value is always 1.

The Attacking Player **roll the 6 sided die** and multiplies his attacking value depending of die result (round down any fraction). The multiplier is printed on the die face and represent this table:

Die	AV Multiply
1-2	x1 (none)
3-4	x1.5
5-6	x2

For example if the AV of the attacker is 7 and her roll 4, the result is: $7 \times 1.5 = 10.5$, rounded down = 10.

The Defending Player does the same rolling the die for his Defence Value.

If a player rolls a result of 6 in a Battle, he destroys **1 additional element** (critic). If rolls a result of 1, he will destroys **1 element less** (fumble).

The scores modified by the die roll represent the final **Battle Values**.

RESOLVE BATTLE

The Player with the highest final Battle Value is the winner. The difference between the Battle values determines the number of Units that have to be removed by the losing Player, as shown in the Table:

Difference	Token lost
0 points	0
1-4 points	1
5-9 points	2
10-15 points	3
16+ points	4

The Blue player attack the yellow player with an AV of 9. The Yellow player defends a DV of 6. The Blue player rolls 2 on die, meanwhile the Yellow player rolls a 5. The resulting Battle values are: $9 \times 1 = 9$ (blue), $6 \times 2 = 12$ (yellow). $12 - 9 = 3$, 1 casualty. The Blue player takes 1 casualty.

The Red player attack the Brown player: AV 3 against DV 1. The Red roll 1 (fumble) and the Brown roll 4.

Resulting battle value are $3 \times 1 = 3$ against $1 \times 1.5 = 1$. For a difference of $3 - 1 = 2$ points, which means 1 casualty. The Red should cause 1 casualties to the Brown player, but as he made a fumble, nothing happens.

REMOVE CASUALTIES

After each battle the Attacking Player chooses in accord of number of his **casualties** which Units remove between the Unit involved in the Battle.

Then the Defending Player does the same: he chooses in accord of number of his casualties which Units or Buildings remove between the Unit/Buildings involved in the Battle.

Destroyed Workers/Soldiers come back to player's hand, meanwhile Mercenaries come back to the Bank. **Other destroyed Buildings must be removed from the game.**

If the **Tower** is destroyed, the **player loses the game**. In this case **remove from the game his Tower and all his Units**.

REMOVE PENALTY TOKENS

Units involved in a Battle against other Units must remove any their **Penalty tokens**.

DIE OR NOT DIE? HOW AVOID TO USE THE DIE

On game Setup each player must take the 6 virtual die tokens of his color. When required, the player chooses secretly one of his virtual die tokens and use it as die result, showing it together with the other player involved in the Battle. Then the used tokens are put on the game box and are not more available until the player used all his 6, then he can take back all of them from the box.

MAINTENANCE PHASE

The active Player must resolve in order all the following steps.

1) RESOURCES INCOME

The player takes all the Resource cubes stored in any Warehouses.

2) PAY MERCENARIES

The Player must pay a Salary to his Mercenaries, including Mercenary Units destroyed during the current Round.

The salary due is 1 salt resource for first Mercenary, 2 salt resources for the second, three for the third, and so on. *For example, if the player hired 4 Mercenaries, he has to pay: $1+2+3+4=10$ salt resources.* The player can also pay the Salary (or part of the Salary) in coins or resources at current Salt Market value. In this case if the Salt value is 0 the player must pay 1 bronze coin per each salt required.

If the player don't have resource and coins to pay a Mercenary, a Building on player Capital Hex is removed (player choice) and the Mercenary dismissed.

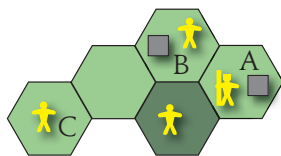
3) MERCENARIES DISMISSAL

The player can dismiss 1 or more Mercenary Units.


4) FEED POPULATION

All Units (Workers, Soldiers, Mercenaries) must be fed. The Player can feed the Units if they are in hexes with a Farm or in adjacent hexes of a Farm, but only if in the Farm hex there is not a hostile Unit or the Farm is not behind a protective Wall.

Each Farm can feed up to 2 units. For each Unit not fed the Player must pay 1 Grain or remove the Unit.



The two farms in A and B can feed the three yellow units around them. The worker

unit in C is out the range of any farm, so the player has to pay 1  to feed it or remove it.

5) MARKET UPDATE

This procedure must be executed only when **4 or more Resource cubes** have been placed on the Market Board. As consequence of these steps the Price of a Resource can never go over 5 or below 0 coins.

1. The Price of each Resource is increased by 1 step for each cube placed in its column. *For example if on the Market table on the grain column are 2 cubes, on the stone column 1 cube, and on salt column 1 cube, the price of grain will raise of 2 steps on the Market table, the price of stone and of salt of 1 step.*
2. The Price of each Resource is decreased by 1 step for each cube of the corresponding color in the Market table. *For example, if there are 2 brown cubes, 1 yellow cube, 1 white cube, wood price will decrease by 2 steps on the Market table, grain and stone by 1 step.*
3. Remove all the resource cube from the Market Table and placed them in the Bank.

6) REACTIVATE

All the laying down tokens are put back in a standing position.

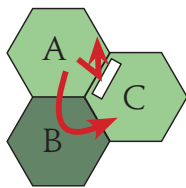
GENERAL RULES

HEX CONTROL

Each Player exerts a certain amount of Influences on each Hex Tile, depending on the number of buildings on his Capital, his Soldier Units and the Characters the Player owns. The Player with the most influence over a Hex controls the Hex. If two or more Players have the same Influence in a Hex, this Hex is considered neutral. A Player has always the Control of the Hex with his Tower.

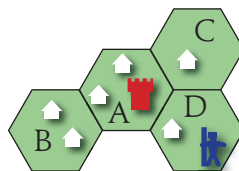
Each Player has on all the **Hexes adjacent to the Capital** 1 point of Influence if the Capital Hex has **Size 3**. 1 Point of Influence is extended to Hexes at a **distance of 2** if the Capital Hex has **Size 4**, or at distance 3 if the Capital Hex has **Size 5 or more**.

- **Water Tiles, face-down Tiles** (unexplored Hexes) and **Walls** (only by the way from the external of the hex to internal of the hex) blocks Influence and must be moved around.



If the Influence spread comes from the Hex A, it blocked by the wall in C. Furthermore the spread can reach C passing trough B. Obviously this can happens only for a Hex A of Size 4 and 5, which spread influence at distance 2 and 3.

Each **Soldier** gives 1 point of Influence to the Hex where it is.



The Capital of Red player (A), Size 3, spreads 1 Influence point on all adjacent hexes B-C-D. The Blue player has 1 soldier on D (1 Influence point). So, the hexes B-C result under the control of the Red, meanwhile the hex D is neutral.

AQUEDUCT REMOVAL

When an Aqueduct is removed or destroyed Buildings that now exceed the limit of 4 per Hex must be immediately removed. The Player controlling the Hex

(or the active Player for Neutral Hexes) decides which Building to remove.

USE WAREHOUSES

It is always possible for a Worker to use during an Action some or all of the Resources stored in the Warehouses on the Worker's Hex. *For example if in a worker's Hex a Warehouse is storing 2 wood resources, the worker can use them and adding 1 Stone from the player's hand to build a new Warehouse.*

AVAILABILITY OF TOKENS

Buildings or Units not available neither in the player's hand nor in the Bank cannot be bought.

Resource cubes and coins, instead, are unlimited and must be replaced with something else when not are available in the Bank.

VISIBILITY OF TOKENS

Money are keep secret. Other player tokens are visible to all.

GAME END

The game ends immediately when only a single player has Units left. In that case that player wins the game. Until that happens, an End Procedure can start when one of the following conditions is met:

1. All Character Tiles have been purchased.
2. Three or more kind of Building Tokens are no more available to purchase at the Bank (pieces in the player hand doesn't count).

Note: the End Procedure, when started, is irreversible. No matter if some tokens come back available.

END PROCEDURE

Complete the Round in order to have all players with the same number of rounds done. Then each player puts secretly a X amount of coins or resources in his hand and, when all players done that, the hand contents are revealed together. The highest bidder in coin value (use the Market values for resources) chooses if the first player (only the first player) has to play or if the game ends now. If two or more player are bidding the same amount of coins, they can vote: If the majority agrees the game ends, if not, the first player plays. After the first player done his Round, the procedure is repeated for the second player, after for the third player and continued, round after round, until the game ends.

- The game ends if all players bid 0 coins and resources.

VICTORY POINTS

The following VPs are awarded:

1) CHARACTER TILES

A Player scores 1 VP for each character tiles he owns.

- Some character gives special VP bonus.

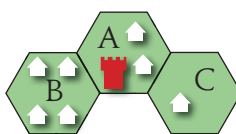
2) CONTROLLED HEXES

Each Player obtains 1 VP for each controlled Hex (or 2 VP if there is a x2 Mul-

tiplier Token or 3 VP for a x3 Token). You can use the Resource Tokens to help check the Influence of each player on a Hex by putting a cube of the Player color for each point of Influence: use pink for Red player.

3) PLAYER DOMINION

Each Player has to select some contiguous Plain Hexes on the board (any number). These Hexes must be under player Control, contiguous, and one of them must be the player Capital. The player obtains a number of Victory points equal to the hex of with minor **Size** multiplied for the **number** of hexes involved.



For example, a Dominion made by 3 hexes: the Capital A of Size 4, and the Hex B of Size 3, and the Hex C of Size 1 provides 3 VP: between these 3 hexes the one with less Size is the C: Size 1; the number of hexes involved is 3. So $1 \times 3 = 3$ VP. Meanwhile a Dominion made with the A and B hexes provides $(2 \times 2) = 4$ VP.

4) POPULATION

Each Player gains 1 VP for each two of his Workers and 1 VP for each of his Soldiers.

5) MONEY

Determine the amount of money which each player holds.

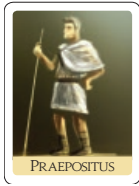
6) MAJORITY BONUSES

Find the Player that scored the most and the second one in each category (Character, Controlled Hexes, Dominion, Population, and Money): the Player who scored first gains 6 VP, the second one 2 VP. If there are ties between two or more Players in each category, sum the available VP and split them between players rounding the VP value down.

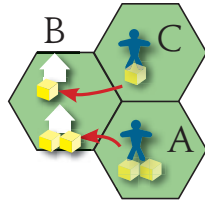
The Player with the most VP wins the game. In case of a tie, check in order the following scores: Player Dominion, Wealth, Population, Controlled Hexes and Character Tiles.

CHARACTERS

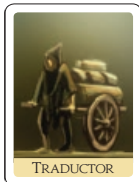
Each Character has a power that **can be used only once per Round** at Player's choice.



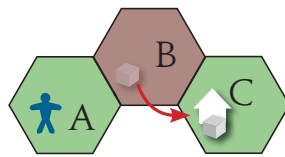
Praepositus. When bought the Player must place an his Resource on the Character Tile. When a Worker produces that kind of Resource the Player can activate the Praepositus and put in the Warehouse from the Bank 1 extra Resource cube of that kind. If the player doesn't have any resource to place on the Praepositus, he cannot hire it.



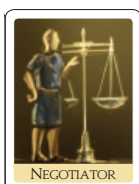
The player got a Praepositus specialized it in Grain and uses it: His worker in A produces 2 Grain resources. Second worker in C in the same Round will produce normally 1 Grain resource.



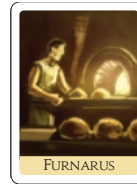
Traductor. A Worker can take Actions, but not combat, as if it stays in a different Hex. The Hex must be an adjacent hex.



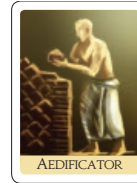
The worker in A produces stone from B without moving using the Traductor power.



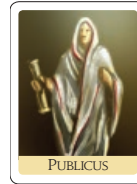
Negotiator. A player's worker gains 1 free Market Action. This free additional Action can be done before or after the normal worker action.



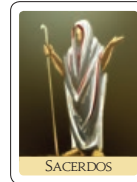
Furnarus. It feeds 2 Units at Player's choice during the Feed Population sub-phase.



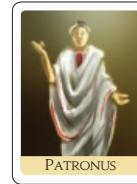
Aedificator. In a Build Action the player can use Stone as Wood or Wood as Stone, but he has to pay 1 more resource (wood or stone) of required.



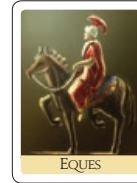
Publicus. It counts as 2 Character Tiles for VP assignment.



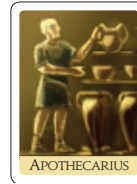
Sacerdos. It adds 1 Influence point to 1-2 Hexes (or 2 points to 1 Hex) in which the Player has already some Influence.



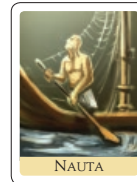
Patronus. At the end of the game, if the player is the richest, he gains +4 VP; +2 VP if is the second one.



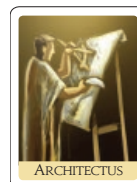
Eques. It allows 2 extra Move Actions on land. It's possible to move 1 unit by 2 more, or 2 units by 1 more.



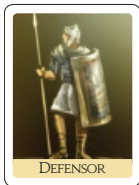
Apothecarius. A worker production goes directly to the Player hand without the use of a Warehouse.



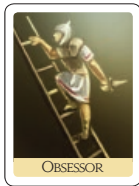
Nauta. A Worker can exchange 1 additional resource in a Market action. In addition of that an Unit gains 1 Land to Water and 1 Water to Water Move Action.



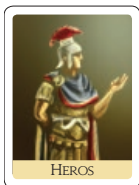
Architectus. 1 Farm (player choose) can be counted when determining the Size of a Hex. It can be used once also when scoring VP at game's end.



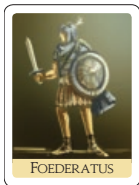
Defensor. During a Combat which includes walls, the Defending Player gains +2 to his Defence Value. Moreover, when the Defender is bought, the Player must put 3 Walls on the Character Tile. These Walls can be placed at no cost in any moment of the game (Worker Build Action(s) is required).



Obsessor. It gives +2 bonus to the Attack Value if there is a Building among the targets of the attack (or +3 if the target includes a Wall).



Herros. It gives +1 bonus to the Combat Value (or +2 there is a Mercenary among the targets of the attacker).



Foederatus. The Player avoids to pay the hiring or the salary cost of a Mercenary Unit. This ability can be used up to 3 times during the entire game (place 3 resources over the character tiles, as memo, and remove 1 resource any time the character ability is used).



Dux. The Player can give a bonus of +1 to an Attack or Defence Value of a single battle. This ability can be used up to 3 times during an entire game (place 3 resources over the character tiles as memo, and remove 1 resource any time the character ability is used). The Player has to use this ability before the die roll, but can manage it as he wishes (for example he can have +2 in a Battle and +1 in another Battle, or also +3 in a single Battle).

VARIANTS

SOLITAIRE PLAY

It's possible to play to "Romolo o Remo?" alone against an A.I. player (*Artificial intelligence* player). Follow these rules:

- Use the appropriate scenario or create a your scenario.
- In each Round the player act as first and the A.I. as second player.

SETUP

Use the normal setup. Put the A.I. Capital Tower token in the gray Hex over the player Starting Hex as in the figure of the Scenarios. Use any player color for A.I..

Prepare the **Event line**: take 9 white, 4 yellow, 3 pink, 2 blue, 1 brown cube, shuffle them and put them in a line over the table. Alternatively the player can put all cubes in a container (like a plastic glass) and take randomly a cube from it when necessary.

EVENT RULES

At the end of any Round after the A.I. turn, **the player has check the color of the first cube of the Event Line** (or the color of the cube taken from the container) and then remove it. The color of cube defines the **Event** occurred:

- When there is a **white cube** nothing happens.
- When there is **yellow cube** a character can be assigned to the A.I.: Roll the die and with 1-2 result assign the first one on the Character Display, with 3 the second, with 4 the third, and with 5-6 none.
- When there is **pink cube** the Market prices change: roll a die for each resource Column and increase the price by 1 step with a result of 5-6 or decrease the price by 1 with a result of 1-2. Then assign to the A.I. a number of coins equal to the highest resource value.
- When there is **blue cube** roll a die: with 1-2 add 1 A.I. Unit to A.I. Capital Hex, with 3-4 add 2 Units, with 5-6 add 3 Units. Put A.I. Units laying down (they will not be able to act in their first Round).
- When there is **brown cube** if are not A.I. Units on the board, does a blue cube Event. If there are A.I. Units immediate-

ly they move as bonus action: Consider all A.I. Unit groups separately and move them by 1 toward player Capital independently by the Combat value of the opponents in the target Hex.

Note: With this movement different A.I. Unit groups can also join.

In both cases (there are A.I. Unit or there are not A.I. Unit) after the event, **re-take all Event cubes, shuffle them and make a new Event line** (or re-put all cubes from the Event Line to the container).

A.I. ROUND

During his Round, A.I. Units simply move or stay hold:

1. Check if there is a Hex at distance 1 with a lower combat value (considering all elements of the Hex to determine the CV). If so, they move there.
2. If option 1 is not possible, check if there is an empty Hex at distance 1 on the way of player Capital. If so, they move there.
3. If option 1 and 2 are not available, A.I. Units stay hold.

If more of a Hex are available as destination roll a die to determine which one will be chosen.

A.I. UNITS RULES

- They don't need to be feed.
- They are all soldiers with CV 2.
- A.I. Units can move on water.
- When there are different A.I. Unit groups, roll a die to determine the order of play between groups.
- A.I. Units attack all targets in the Hex. If targets are only buildings, they destroy 1 building for each A.I. Unit. If there are also Units, use the normal battle system between all tokens of the Hex and A.I. Units.
- If they are in a Hex with opponent and they are lower in combat value, the A.I. Units retreat toward their Capital. If there is more than 1 Hex available for retreating, roll a die to determine which one. If no free Hexes are available to retreat they fight again.

GENERAL RULES

- Player Units cannot move in the A.I. Capital Hex.
- A.I. don't use Character powers.

- The Maximum number of Hex substitution per round by River Rule is reduced to 2.
- For the End Procedure simply roll a die every Round: if 5-6 result occurs the game end.

GAME END

The A.I. player makes points for:

- Character: as common player.
- Hex control: A.I. Capital, all Hexes unexplored are always assigned to A.I. For other hexes makes the normal Influence calculation: Consider that all hexes with A.I. Units and all hexes adjacent to these Hexes scores 1 point of A.I. Influence per each A.I. Unit there.
- Player Dominion: count all A.I. contiguous Hexes and multiply the result x2.
- Population: each A.I. unit gives 1.5 VP (rounded down).
- Assign all Majority bonus.

GAME WITH ALLIANCES

In 4-players game, players can play all against all or 2 against 2. In the second case follow these rules:

- The order of play must be: player of Team A, player of Team B, player of Team A, and player of Team B.
- With a worker action a player can give/receive up to 3 resources and/or coins to/from his ally.
- Allied players sum their VPs to determine the final victory.

HISTORICAL TRACK

Each player can play a different Latium Population obtaining some special bonus valid during the entire game:

Latins (Roma). +1 to die roll on attack.
Albans (Remora). +1 to die roll on defence.
Sabins (Amtemnae). +1 resource on first round of stone harvesting.
Crustumins (Crustumerium). +1 silver coin on each Market sells.

LOG

1.66. *4-players scenario* corrected. *Virtual die rule* added. *Combat table* fixed. *Harbor cost* fixed. *Tower* fixed.

1.65. *Multiplying Tokens rule* added. *Temple* fixed. *Critical roll* fixed. *Tower* fixed.

1.64. *Warehouse number* fixed. *Aqueduct & Forum* fixed. *Game end condition* fixed. *Foederatus* fixed. *Ally game* fixed. *Some rulebook part* has been rewritten.

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Inmedia Srl, Roma, Italy
www.giochix.it, info@giochix.it

CREDITS

Designer: Michele Quondam

Illustrations: Lamberto Azzariti

Development: Inmedia Srl

Special thanks to Gabriele Ausiello, Claudio Conti, Bernardo Corbò, Gianluca De Bernardis, Massimo De Santis, Davide Favargiotti, Arnaldo Maggiora Vergano, Giandomenico Martorelli, Marco Pranzo, Paula Simonetti, Michele Stucchi, Carlo Zasio and to all other friends which helped on game realization.

FAQ

Quarry and Sawmill need a warehouse to stock resources?

Quarry and Sawmill simply improve the Hex production: The resource produced will need a warehouse to stock them, as usual.

It's possible to place a Wall in a Forest?

Yes. Walls can be placed in any Hex, excepting Water Hexes.

How many resources can be placed in a single warehouse?

A warehouse can store 1 worker production, independently by the number of resource produced (1 or more).

How many characters are available in a 3-player game?

15 characters: at start-up 9 characters are placed face-up on Character Display and 6 characters are on the character pile.