



# THE ESOTERIC ORDER OF GAMERS

# ORDEROFGAMERS.COM

High quality materials for the dedicated devotee of immersive, thematic tabletop games. Game rules summaries, foamcore box plans, articles, interviews, reviews, videos, tutorials, forums – and lots more.

Sign up to the monthly newsletter at [orderofgamers.com](http://orderofgamers.com)!



@EOGamers



facebook.com/EOGamers



EsotericOrderGamers



instagram.com/orderofgamers

*Hello fellow gamer*

# THE ESOTERIC ORDER NEEDS YOU!



I've been supplying tabletop gamers with free, professional quality rules summaries like this one for more than a decade. I've made over 300 of them!

The Esoteric Order of Gamers also features hundreds of entertaining and informative videos about our hobby.

But it takes time and money to give you all this great gaming stuff. Just a few \$ a month really helps—and you get to be part of the official EOG community on Patreon (with bonus rewards!)

[patreon.com/esotericorder](https://patreon.com/esotericorder)

*Thankyou!*

Peter (Universal Head)

# v1.1

Apr 2019

Game: **THE END OF THE TRIUMVIRATE**

Publisher: **Z-Man Games (2005)**

Page 1: **Rules summary**

Created by  
Peter Gifford  
(Universal Head) for:



In need of exceptional  
quality graphic design for  
your next project?

[www.universalhead.com](http://www.universalhead.com)

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended *only* for the personal use of existing owners of the game for additional reference. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holder, and does not directly benefit financially from this work. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or repurposed in any way.

# THE END OF THE TRIUMVIRATE

## Setup

Provinces are colored as **political** (yellow), **military** (brown) and **competence** (reddish).

Each player places 2 yellow citizens in their area of the **forum**, and the remaining citizens in the *Alii* (neutral) section.

Each player places 2 cubes of their color (**weapons**) in the **battle bag**. **Gold** and **legions** are placed in a supply.

Each player places 2 cubes of their color on the 1 space of the **competence track**, one in the political and 1 in the military.

All markers are distributed as shown on p4 of the rules.

Place the **calendar stone** marker on the **VIII** space.

Each player places their remaining 6 **weapons** and 4 **governor** pieces in front of them as reinforcements.

Caesar always starts, followed by **Pompeius**, then **Crassus**, then the cycle repeats.

## Turn Sequence

Each player's turn consists of 3 phases played in the following order:

- I. **Supplies**
- II. **Movement**
- III. **Action**

When you have performed up to 3 actions, move the **calendar stone** 1 step down the track towards **ELEGIO** and your turn ends.

If at the end of your turn there is more than 6 legions in *any* province, return the excess to the supply.

If the calendar stone has reached **ELEGIO** a new **Consul** is elected. Then a new year begins.

## I. Supplies

The active player receives supplies.

Change the position of all **governors** in your provinces; move them either in or out of the province's **supply box**.

In provinces with a **civil servant** (the **B** tile) the governor is not moved, but stays on the civil servant tile.

In provinces where the supply box is now empty and visible, you receive supplies as follows:

**Political province:** 2 gold  
**Military province:** 2 legions  
**Competence province:** 1 gold and 1 legion

Therefore, normally each province will produce supplies every second turn of its owner.

You also receive supplies from **Rome**: choose to receive either 2 gold, 2 legions, or 1 gold and 1 legion. These can be placed in any province, together or separately. You can only receive gold and/or legions if they are available in the supply.

## II. Movement

The active player picks up gold, relocates legions, or conquers other provinces.

Movement only takes place through your **character piece**; legions and civil servants cannot move on their own and are taken along for free.

Your character may use up to 4 movement points per turn.

Each move to any adjacent area (with a common border or connected by an arrow), including sea areas, costs 1 point.

A move may not end on a sea area.

If you move across 1 or 2 sea areas without legions, it costs 1 point less than the number of areas you are entering.

Upon entering a province, you may place a civil servant in that province that you brought with you. Immediately place the local governor on top of the civil servant (making the supply box vacant).

If there is gold in a province you enter, you may immediately pick it up and put it with his reinforcements.

You can only enter an enemy province (an **attack**) if accompanied by at least 1 legion.

Several attacks in a turn are allowed if you have enough movement points.

## Attacks

A player with only 1 province left may not be attacked.

You may always use up your movement points irrespective of the attack outcomes (therefore up to 4 attacks are possible in 1 turn).

### 1. Draw weapons

Draw weapon cubes from the battle bag. Draw a number equal to the lowest number of legions on either side, up to 3.

### 2. Weapon's effects

For each 1 weapon drawn of the attacker's color, 1 defending legion is eliminated.

For each 1 weapon drawn of the defender's color, 1 attacking legion is eliminated.

Return the weapons to the players that own them to place with their reinforcements.

Weapons of the third color have no effect and are returned to the battle bag (no replacements are drawn).

### 3. Character protection

When a player defends a province containing their character piece, they now eliminate 2 attacking legions (or the one left if only one remains).

### 4. Main battle

Eliminate the same number of attacking and defending legions, up until the point where only one side (or neither) has legions left.

## 5. Result of the battle

If there are attacking legions left, the province has been **conquered**. If not (even if all defending legions have been eliminated) the attack has failed.

The **attack has failed**: The attacking character (and any accompanying civil servants) moves back into the province from whence they attacked, at a cost of no movement points.

The **province is conquered**: The attacker replaces the former governor with one of their own color. The governor's position (with regard to supplies) remains the same.

## Escape

If the defending character was in the conquered province, they receive the **escape card** and executes it. They move into another of their provinces without spending a movement point, and lose 1 step in each competence in which they were *leading*.

(*Leading means highest on the track; 2 can lead together as long as one is lower on the track. If all characters are at space VII, they are all leading.*)

Note that **Escape** takes place before **Compensation**.

## Compensation

The player that lost the province receives **compensation card I** and executes it. He puts a weapon of his own color in the battle bag.

If they already hold this card they receive and execute **compensation card II** (on the flipside) instead. They increase 1 of their competences by 1 step. If they already hold this card they execute it again.

A **civil servant** in the province comes under control of the conqueror and the loser puts a weapon of their own color in the battle bag.

## III. Actions

The active player may execute up to 3 actions.

In any given turn, the first action costs 1 gold, the second 2 gold, and the third 3 gold (so, to take 3 actions costs 6 gold). The gold must come from reinforcements.

### Action options in a political province

- a. The character improves their **political competence** and moves their competence marker on the yellow track up 1 step.
- b. The character persuades citizens in the Forum and moves 1 citizen from the neutral section into their section OR moves a citizen out of another player's section into the neutral section.

This action costs an extra 2 gold if the character is not leading in political competence.

### Action options in a military province

- a. The character improves their **military competence** and moves their competence marker on the brown track up 1 step.

- b. The character produces weapons and puts 2 weapons of their color into the battle bag.

This action costs an extra 2 gold if the character is not leading in military competence.

### Action options in a competence province

- a. The character improves their **political competence** and moves their competence marker on the yellow track up 1 step.
- b. The character improves their **military competence** and moves their competence marker on the brown track up 1 step.

## ELEGIO - Election of the Consul

When **ELGIO** is reached, a new **Consul** is elected.

The player with the highest number of **citizens** in their section is elected **Consul**. If a tie, the player who least recently had a turn is elected.

They receive a **Consul card** as well as a new civil servant from the surplus which they may place in any of their own provinces.

The new Consul gives a short speech to herald the new year, then 3 of the citizens in their section are returned to the neutral section.

The active player moves the calendar stone back to the start of the track and a new year begins.

## Winning the Game

A player wins the game if they achieve one of the following:

- **Political Victory** A player is elected to Consul for the second time, or they already hold a Consul card and 6 citizens are in their section in the Forum.
- **Military Victory** A player owns 9 provinces (and has used up all their governors).
- **Competence Victory** A player reaches **VII** in both military and political competences.

## 2 Player Game

Caesar begins the game with 5 and Pompeius with 6 provinces, and play in alternating turns.

Each year ends after 7 turns (the calendar stone is put at VII at the beginning and after each year).

Crassus, and the 4 provinces Asia, Syria, Aegyptus and Cyrebaica, are not used.

15 legions and 3 gold are removed from the game.

In the Forum there are only 9 citizens (initially place 2 in each of Caesar's and Pompeius' sections and 5 in the neutral section)

Put 2 weapons belonging to Caesar and Pompeius into the battle bag, as well as 2 weapons in Crassus' colour, which count as neutral (returned to the bag if drawn).