Solitaire Rules (you will need a standard six-sided die, not included)

Play normally, except:
- play for 8 rounds, attempting to beat 100 points (*or* your previous high score)
- Pestilence affects you if rolled (unless you have *Medicine*)
- resolve a Tribute Demand vs. one opponent with opposing strength equal to the current round number (e.g. 5 strength in round 5), who will not give you a good to prevent any tribute gain
- starting on round 2, roll D6−2 each round, after your turn, to determine if a colony was completed by an "opponent":

   On a result of 1-4, your opponent founds a colony of this size, if available. Fill it with pegs of a different color.

   If more than one colony of that size is available, roll randomly among them. [For a size 1 colony, ignore Melita/Malta (the star in the center, in the water by itself, below Sicily) when rolling until at least one size 1 colony has been built.]

   If your opponent does found a colony, roll D6−4 to see if your opponent builds a second one (of size 1 or 2) that round.

Good Luck!

Developments

Each development modifies the rules for its owner. All effects are cumulative.

Name	Cost	Points	Effect
Leadership	2	1	After all rolls, may reroll 1 die (even if it shows a skull face).
Granaries	2	2	Change goods into food 1:1 (but not food to goods). You may do this while collecting goods.
Dyemaking	3	2	Each turn, when collecting goods, take 1 more good.
Formations	3	2	+2 to battles and tribute demands. You still require at least 1 army to initiate a conquest.
Medicine	4	3	Ignore the effects of opponents' Pestilence disasters.
Irrigation	5	4	+1 food/food die. This applies to 🌾 faces only if you choose to collect food from them.
Metallurgy	6	5	Innovation results are worth 5 (not 3) towards buying a development (on the turn they are rolled).
Religion	7	8	Ignore the effects of Unrest disasters.
Architecture	8	6	When building monuments, you may use 2 population to fill in 3 monument boxes (as often as you wish).
Coinage	9	7	You may store goods as wealth at 3:1 (not 4:1).
Aqueducts	10	9	+2 food/food die. This applies to 🌾 faces only if you choose to collect food from them. At game end, score 1 point for every 3 food you have.
Navy	12	7	May add your number of ships to battles and tribute demands. You still require at least 1 army to initiate a conquest. At game end, score 1/ship.
Roads	12	12	-6 cost to build *Civics, Empire*, or *Commerce*.
Civics	15	13	Ignore the effects of Civil War disasters. At game end, score 3/monument you have completed.
Empire	20	15	At game end, score 1/province, 1/army, and 1/colony.
Commerce	30	15	At game end, score 1/port, 1/ship, and 1/colony.

Completing the City Walls monument (whether or not you are first to do so) also modifies the rules: ignore the effects of Barbarian disasters.

MEDITERRANEAN EXPANSION

ROLL THROUGH the AGES
THE IRON AGE

Players: 1–4 • Ages: 10 and up • Duration: 40–60 minutes

Introduction

This expansion depicts the colonization of the Mediterranean by the Phoenicians, Greeks, and Romans.

Contents
- 1 Colony Pegboard
- 60 Pegs (15 each in 4 colors)
- 1 Pad of score sheets
- These rules

Setup
- Place the colony pegboard in the center play area. It will be used by all players.
- Give each player an additional 15 pegs in their color to use for building colonies.

Set up the rest of the game as in the *Iron Age* rules.

Play

Play as in the *Iron Age* rules, except as noted below.

3. Resolve Battles, Conquest, and Tribute Demands

Players with *Navy* may choose to not apply its bonus to a battle (and not lose a ship).

4. Found Colonies

During this step, you may spend population to start and possibly complete colonies. To start a colony, spend population to place pegs in its empty holes, 1 peg for each population spent. Colonies with a 3 next to them are available only in 4 player games.

You are limited to 15 colony pegs. On your turn, you may remove pegs from any of your uncompleted colonies.

To *complete* a colony you must both place its last peg and spend 1 ship. If you don't have any ships, you may start colonies with more than one hole, but may not finish them.

Pegs of several players can be in the same uncompleted colony (with more than 1 hole). To complete it, spend 1 ship plus the population to displace other players' pegs with your pegs (returning displaced pegs to their owners). You may displace pegs only on the round when you complete that colony. An already completed colony's pegs may not be displaced nor removed.

At the *end* of this step, if you completed colonies with goods, army, ship, or food symbols next to them, collect the indicated items by adjusting pegs on your peg board. An innovation granted must be spent on this turn towards a development or it is lost. Collect double the food amount shown if you have *Aqueducts*. A mine symbol ⚒ provides a scoring bonus if you have *Metalurgy*; otherwise, it provides no benefits.

5. Build

You may build ships during this step by spending 2 goods apiece. Unlike the standard *Iron Age* rules, *no* development is needed (all players begin with *Shipbuilding* capability).

Scoring

Each *completed* colony is worth **3** points (+1 apiece with *Empire* and/or *Commerce*). If tied, a player's "pegged positions" does *not* include their colony pegs.

Historical Notes

Overview

The Mediterranean pegboard depicts colonies of the three major Iron Age Mediterranean powers: the Phoenicians, Greeks, and Romans.

The Phoenician city-states (Tyre, Sidon, Byblos, etc.) were located along the eastern shores of the Mediterranean, in modern day Lebanon. The Greek city-states were in modern Greece. The Roman republic was in the Italian peninsula.

The Phoenicians established colonies across the Mediterranean, forging a commercial empire. They traded dyed cloth, metal goods, olive oil, gems, copper, silver, and tin. They spread Iron Age technology to the Western Mediterranean. Their small colonies were often located on islands or behind massive city walls on easily defended peninsulas.

Rome expanded gradually, province by province, conquering and assimilating peoples. Rome's "manipular" legion formation was superior to the Greek fighting formation, the phalanx. Master engineers, the Romans constructed roads, aqueducts, and irrigation systems. For a long time, they did not engage in much shipbuilding nor trade.

The Greeks combined a mixture of trade and conquest. They planted colonies as far west as Gaul. Inventing coinage allowed them to oust the Phoenicians from the lucrative Egyptian grain trade. Their greatest general, Alexander, forged a huge, though comparatively short-lived, empire.

The Colonies (from NW to E on the map)

Massalia, originally a Greek colony, became the major port in Roman southern Gaul and, eventually, modern Marseille.

Barcelona was an Iberian/Phoenician settlement occupied by Carthage during the Second Punic War. It combined a good harbor with excellent access to the main coastal route north.

Mastia possessed one of the best harbors in the Western Mediterranean. As a Phoenician colony, it exported silver from this region's mines. After the First Punic War, it became the focus of Carthaginian expansion in Spain and was renamed New Carthage (now, Cartagena).

Palma was a Roman colony founded following the conquest of the Balearic islands in 123 BC. The Balearic islands were earlier settled by the Phoenicians and, possibly, Greeks from Rhodes.

Rusadir was originally a Phoenician trade outpost that passed through many hands until it was conquered by Spain in 1497. It is now the Spanish enclave of Melilla.

Ikosim was a Phoenicia settlement and later Roman city that would become modern Algiers. The region around it, Numidia, supplied cavalry troops to both Carthage and Rome at different times during the Punic Wars.
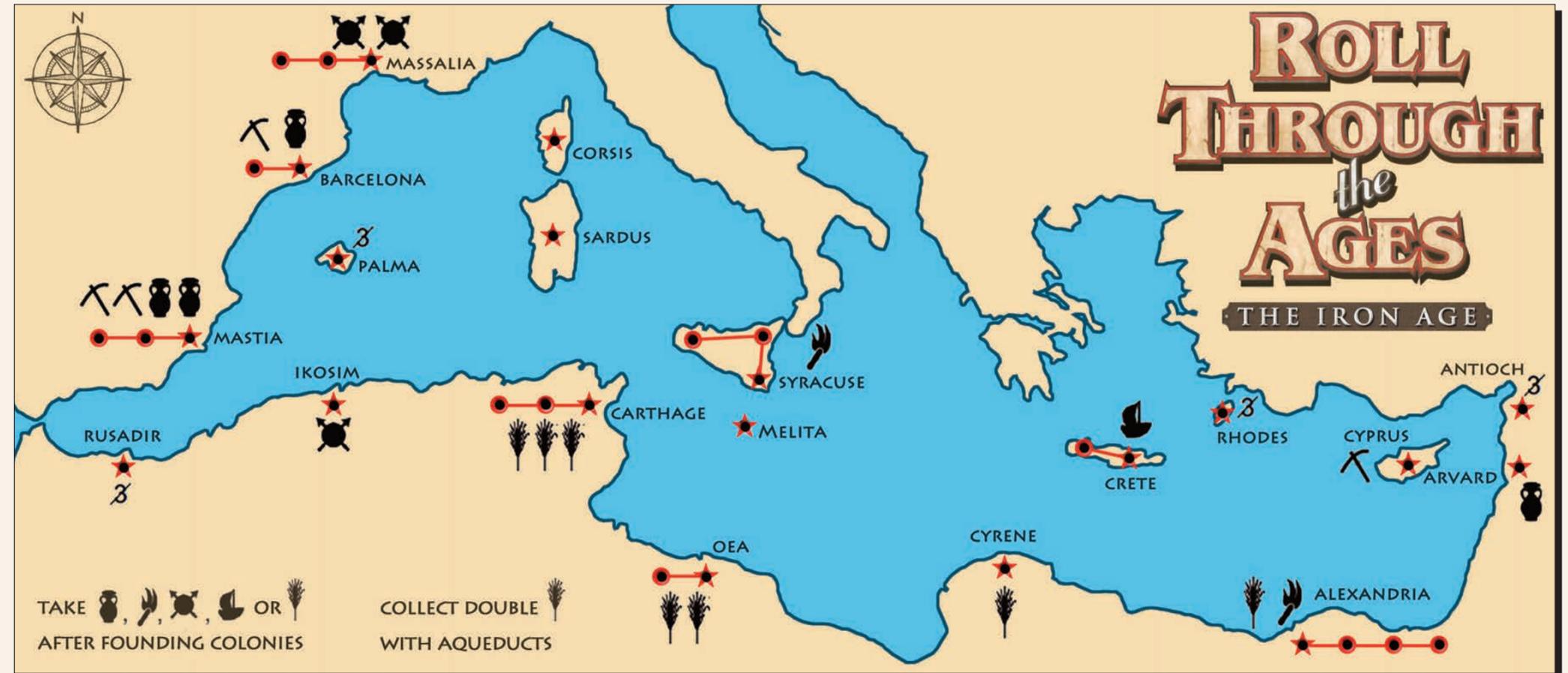
Corsis, modern Corsica, was colonized first by the Greeks (Aléria in 556 BC) and then the Etruscans, who were allies of Carthage. It was taken over by Rome in 237 BC, after the First Punic War.

Sardus, modern Sardinia, was first visited by Phoenician traders as early as 1000 BC. They gradually expanded inward, coming into conflict with the native inhabitants in 509 BC. The settlers appealed to Carthage for help, which then conquered the island's southern half, before ceding it to Rome in 237 BC.

Carthage was founded around 800 BC as a colony of Tyre. It gained independence around 650 BC and took control of the Phoenician settlements in the Western Mediterranean. Its growth collided with Rome's growth, resulting in the Punic Wars. After the Third Punic War, it became a Roman province, supplying wheat and olive oil to Rome.

Syracuse, home of Archimedes, was a Greek Corinthian colony founded in 734 BC. It was a powerful city-state until it got caught between the Carthaginian and Roman expansion in Sicily which erupted into the First Punic War. Syracuse allied with Rome, but, after breaking this alliance during the Second Punic War, was besieged and conquered. It then became capital of Roman Sicily.

Melita, modern day Malta, was a Phoenician and Carthaginian colony whose people revolted during the First Punic War, defecting to Rome. For remaining loyal to Rome in the Second Punic War, it was exempted from paying tribute.

Oea was founded by Phoenicians in the 7th century BC and later was part of a Roman province. It eventually merged with two nearby towns (a "tri-polis") to become Tripoli. This region produced large quantities of wheat until its Roman aqueducts and irrigation systems were destroyed during the Muslim conquest and its fields silted up.

Cyrene was a Greek colony. The most important of five Greek cities, it gave its name to the region known as Cyrenaica.

Crete was the home to the Minoan civilization. Devastated by the volcanic eruption of Thera, Crete was then conquered by the Greeks. The Phoenicians adapted Minoan ship designs into the bireme, which the Greeks later evolved into the trireme.

Rhodes was originally a Minoan colony before being invaded by the Greeks. After Alexander's death, it allied with Alexandria to control Aegean trade. With this wealth, Rhodes built the Colossus, one of the ancient Seven Wonders. Rhodes drew Rome's enmity after the Third Macedonian War and resigned itself to joining Rome as a client state in 164 BC.

Alexandria was founded by Alexander the Great in 331 BC. It was the center of Ptolemaic Egypt until the Muslim conquest of AD 641. It was famous for its library, perhaps the most extensive library of antiquity, and its Lighthouse, one of the ancient Seven Wonders.

Arvad, now Arwad, Syria, was the island half of a pair of Phoenician settlements, Aradus-Antaradus. Located opposite a larger trading port of local peoples, the Phoenician inhabitants of Antaradus and its trade fleet could retreat to Aradus and simply wait out an invading army when threatened.

Cyprus was settled by two waves of Mycenaean Greeks around 1400 BC and 1100 BC. In the 8th century BC, several Phoenician colonies were established to mine its extensive copper deposits. Alexander the Great conquered it in 333 BC. It was annexed by Rome in 58 BC.

Antioch was a Greek settlement, founded by one of Alexander's generals, near the end of the ancient Silk Road that brought goods from distant China. Under Roman rule, it rivaled Alexandria in importance. After the Mongols disrupted the Silk Road, Antioch declined. It now lies in ruins, nearby modern Antakya, Turkey.