

# DISCORDIA MAGNA



*Rulebook*



# History

## 53 AD:

The eagle banners of the Roman legions fly on the banks of the Rhine. While Nero strives for the throne of Imperium Romanum, the Roman settlements on the border of Germania blossom into large fortified cities that are now clearly distinguishable from one another. Trade flourishes and new outposts emerge to protect against raids by Germanic tribes. However, as the cities grow in splendor, so does discord among the rival governors in competition for the glory of Rome.

As governor, you have four years to make your city the most impressive. Use your individual advantages and decide whether you want to use the available outposts on the Magna Tiles to forge a strategic alliance to defend against Germanic attacks to reap valuable bonuses.

You are free to decide whether you want to play with the new City Maps only, the Magna Tiles, or both.

# Individual City Maps

6 Individual City Maps



You can recognize the new, individual city maps by the colored banners (top left).

# Description

On the new City Maps, the icons on the expedition path, the development track, the deposit for fulfilled decrees, the aqueduct and the city area are arranged differently. Each city starts with a different number of ports, forts, marketplaces, and fields. In addition, each city has different expansion requirements to earn privileges (see the bottom right of the City Maps).

New symbols (from left): Take any City Tile, Ship, Market Stall or Farm from the display and place it in your city.

For some cities, the condition for fulfilling a particular Decree changes. As a reminder, take the respective reminder Tile of the corresponding city, if the concerned Decree is in play:

Colonia Agrippina needs one more Ship to fulfil this Decree than all other cities, so at least 3.



Mogontiacum needs one more Barracks/Tower than all other cities to fulfil this Decree, so at least 4.



Confluentes needs one more Market Stall than all other cities to fulfil this Decree, so at least 4.



Noviomagus needs one more Farm than all other cities to fulfil this Decree, so at least 4.



# Preparation + Gameplay

The Preparation and Gameplay do not change, with the following exception:

After you determine the first **Maximus**, you shuffle the 6 new City Maps face down and then reveal one more than the number of players. The remaining City Maps go back into the box.

Beginning with the player to the right of the Maximus (starting player) and continuing **counterclockwise**, each player takes an available City Map and one of the City Tiles from the display. Place the City Map in front of you and the City Tile on a corresponding field according to its type (Ship on Harbor, Barracks on Fort, Market Stall on Marketplace, Farm on Field). The remaining City Map goes back into the box.

# Solo Version

In the solo game, you shuffle all 6 new City Maps, reveal 2 and choose one of them for your game. In the 2nd game, you reveal 2 of the remaining 5 City Maps, choose one of them, and so on.

- 2<sup>nd</sup> game: You start with only 5 Stars.
- 3<sup>rd</sup> game: You start with 5 Stars and 16 Workers.
- 4<sup>th</sup> game: You start with 4 Stars and 16 Workers.
- 5<sup>th</sup> game: You start with 4 stars and 17 Workers.
- 6<sup>th</sup> game: You start with 3 stars and 17 Workers.

Try to win the game 6 times in a row.

# Magna-Expansion

10 Magna Tiles



# Description

The Magna Tiles represent various outposts, which on the one hand offer opportunities to put inhabitants to work, but on the other hand can also be a target for Germanic raids. They each show a kind of damage on their front side: draw a Worker from the bag, Germanic strength +1, lose a Star, or move one space backwards on the aqueduct.

# Preparation

Shuffle the 10 Magna Tiles and lay them out in a face down row (Magna Row) above the Game Board.

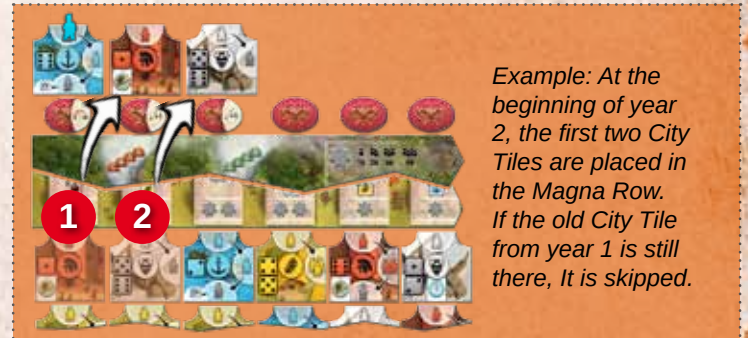
After you have laid out all the City Tiles for the new year (also at the beginning of the game!), assign one City Tile to one Magna Tile:

at the beginning of year 1, a total of 1 City Tile, at the beginning of year 2, a total of 2 City Tiles, at the beginning of year 3, a total of 3 City Tiles, at the beginning of year 4, a total of 4 City Tiles.

You start the placement of the City Tiles in the top row from left to right, and when placing them in the Magna Row also without gaps from left to right.

If there are still City Tiles in the Magna Row from previous years, skip them.

Now reveal all Magna Tiles to which a City Tile is assigned.

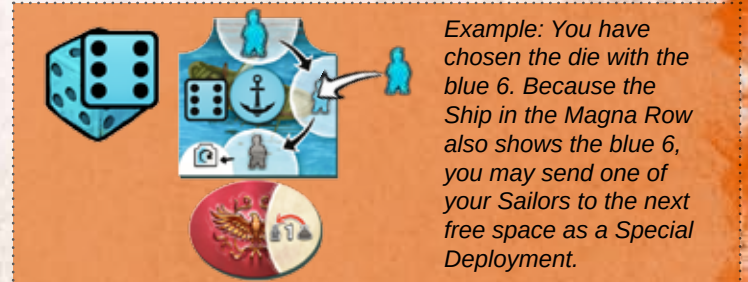


For 2 players, each player starts with 16 Workers, for 3 players each starts with 17 Workers, and for 4 players each starts with 18 Workers from the bag (instead of 15 Workers).

# Gameplay

You can send Workers to any City Tile in the Magna Row using the **Deployment** Action or the Secondary Action, **Special Deployment** (see base game rules p. 7, 2.1.2. and 2.2.1.).

As soon as a City Tile of the Magna Row is fully occupied, **immediately** turn over the assigned Magna Tile (eagle facing up).



Note: If a Ship in the Magna Row is completely occupied by Workers, immediately put all the Workers from the Ship back into the bag and flip the Ship over so that the Market Stall is visible. The active player now receives the indicated bonus and advances one space on the Aqueduct.

During the events at the end of the year (see base game rules, p. 9, 7.), even before the Germanic raid, you check which Magna Tiles are still revealed.

**Any damage from these revealed Magna Tiles affects each player.** Identical damage is added together:

- » Germanic Strength +1: This affects the following Germanic raid (see base game rules p. 9, 7.1.),
- » Draw 1 Worker from the bag: you draw this Worker immediately from the bag, before the Germanic raid, and take it into your supply,
- » Lose 1 Star: You lose a Star immediately, before the Germanic raid. Stars are returned to the Star Cult space as usual,
- » Move 1 step backwards on the Aqueduct: You must move back one space immediately, before the Germanic raid.

*Note: If a Barracks in the Magna Row is fully occupied by Workers at the end of the year, the strength of that Barracks counts for determining a player's strength (see Germanic Raid, base game rules p. 9, 7.1.).*



*Example: At the end of the year, the Barracks and Farm are fully occupied: The two assigned Magna Tiles are flipped over and are inactive.*

*Each player must draw a Worker from the bag (1) and the strength of the Germans is increased by 1 (2). Since the Barracks are fully occupied (3), each player may add 1 to their own strength.*

Immediately after the Germanic raid, return all Workers from fully occupied City Tiles in the Magna Row back into the bag and remove these City Tiles from the game. This may result in gaps in the Magna Row. All Magna Tiles that do not have a City Tile assigned to them remain face down.



**Put the 20 Workers from the expansion, together with those from the base game, into the bag.**

## Historical Background

The Roman Rhine Valley Road was one of the most important Roman roads in the north of the Roman Empire. It connected Italy along the Upper Rhine with the Roman provinces of Germania Superior (Upper Germania) and Germania Inferior (Lower Germania) and the legions stationed there on the Rhine.

The previously military-dominated towns developed into civilian settlements and cities based on the Roman model.



Colonia Agrippina was the name of the Roman colony in the Rhineland from which the present city of Cologne developed. It was the capital of the Roman province Germania inferior and the headquarters of the Lower Germanic army.



Called Noviomagus or Civitas Nemetum (capital of the Nemetre tribe) as a Roman foundation, today's Speyer is one of the oldest cities in Germany.



Mogontiacum is the Latin name of the present-day city of Mainz, which it bore during its nearly 500 years as part of the Roman Empire. Unlike Colonia Agrippina (Cologne) or Augusta Treverorum (Trier), the city was primarily a military location until the second half of the 4th century.



Castellum apud Confluentes ("fort at the confluence") is the Latin name for the Roman settlement at the confluence of the Moselle (Mosella) and Rhine (Rhenus) rivers, from which the major German city of Koblenz developed.



The city of Augusta Treverorum ("city of Augustus in the land of the Treverians") on the Moselle gave rise to present-day Trier. Several tens of thousands of people lived in the city, which belonged to the province of Gallia Belgica.



Borbetomagus is the Latin name of the present-day city of "Worms". The ending contains the latinized Celtic word for "field, plain, market". Therefore, the place name was often translated as "field on the Bormita".

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