

# PAX

## 'Nocturnus' Expansion

» The Expansion needs the base game!

» Duration: + 10 minutes, number of players: 1 - 4 (with 2 copies of PAX + Expansion up to 8 players)



### Background

The slaves are re-arming themselves and Rome, too, does not remain idle. With the new cards, Militia, Scouts, and Adversaries, additional tactics are possible for the slaves as well as for Rome.

### Components

30 new Influence Cards: 10 cards each for Militia (militia), Scouts (exploratorius), and Adversaries (adversarius).

### Preparation

Shuffle the 30 new Influence Cards together with the 74 Influence Cards of the base game. In a 2-player game, place 30 cards unseen back in the box. With 3 players, place 15 cards unseen back in the box. With 4 players, use all the cards.

### Gameplay

The game play is identical to the base game.

### The new Influence Cards

#### Scouts (Exploratorius)

If a player has at least 4 symbols of *Scouts* in his display, he may now play the first **two** cards for his display at no cost (the third card costs 1 Aureus, the fourth costs 2, etc.). With 8 symbols of *Scouts*, he plays his first **three** cards for free, and so on.



#### Adversaries (Adversarius)

If the player has at least 4 symbols of *Adversaries* in front of him, he must, after taking his income, add a card from his hand to the strength of Rome, as long as he still has at least one card in his hand. With 8 symbols of *Adversaries*, he adds two cards from his hand to Rome, and so on (if he only has one card in his hand, he must still add that card to Rome). In addition, *Adversaries* strengthen a player's Intrigue: if two players have the same number of *Intrigue* symbols, the number of *Adversaries* symbols decides who receives the „*primus conspiratus*“ card and becomes the new starting player.



#### Militia

If the player has at least 4 symbols of *Militia*, he now draws 4 cards in sequence (instead of 3) and keeps 2 of them in his hand. With 8 symbols of *Militia*, he draws 5 cards and keep 3 of them in his hand, and so on.



### End of Game and Winner

The game ends as usual when the Influence Card deck is used up. Rome wins if, in the 10 different categories, it has as many or more symbols in 5 categories as every player. In that case, the player with the „*primus conspiratus*“ card wins the game.

If Rome loses, the player with the most points from his cards wins, as usual.

### PAX + expansion with 5-8 players

Use two decks of Influence Cards, with each deck consisting of all the Influence Cards from one base game and one expansion.

With 5 players, use one full deck (base game + expansion) plus 30 cards drawn randomly from the second deck (second base game + second expansion).

With 6 players, use one full deck plus 45 cards drawn randomly from the second deck.

With 7 players, use one full deck plus 60 cards drawn randomly from the second deck.

With 8 players, use one full deck plus 75 cards drawn randomly from the second deck.

All cards used are then shuffled together.

Before the game begins, the players sitting 5th to 8th in turn order each draw 5 cards from the deck and choose one of them to keep in their hands. The other 4 are placed back under the deck.

Place one Legion Card more than the number of players in a row (for example, 8 cards in a 7-player game). Use the back (gray) side of the Legion Cards from the second base game.

Draw **6 Influence Cards** from the deck to represent the strength of Rome at the beginning of the game. 3 of the cards are placed **face-down**, without looking at them, and 3 cards are placed **face-up**.

### Solo game with expansion

For each game, shuffle the 30 Influence Cards of the expansion together with the 75 Influence Cards of the base game. Set the remaining stack of 40 cards to the side without looking at them.

The remaining game preparation is the same as for the multi-player game.

In the first game the player must be stronger than Rome in 6 categories.

In the second game, the player must be stronger than Rome in 7 categories.

In the third game, the player must be stronger than Rome in 8 categories.

In the fourth game, the player must be stronger than Rome in 9 categories.

In the fifth and final game, the player must be stronger than Rome in all 10 categories.

In addition, it is necessary at the end of each game to have all 10 categories in the player's display.

The preparation is identical to the base game.

### Translation:

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