

PERGAMEMNON

“Antebellum” - Expansion
Expansion only playable with the base game!
2-7 players | 30 - 60 minutes | aged 10+



Background

Out of the Abyss come the Germans and the Macedonians, another two powerful nations to compete in the epic showdown. Antebellum also adds a new way for players to acquire additional skills.

Components

34 Cards: 11 Army Cards for each of the two new nations, 2 City Cards, 2 Nation Cards, 6 Skill Cards, 2 Overview Cards, game rules in English, German and French.

Preparation

Shuffle the Nation Cards for the Germans and Macedonians in with the five nations of the base game, and randomly deal one to each player. Each player takes the corresponding deck for their nation, as in the base game. Pergamemnon is now playable with up to 7 players. With this number, all 24 Creature Cards are required, and 14 are drawn and placed face-up at the beginning of the game.

In addition, place the 6 Skill Cards face-up on the table. The Overview Cards show the effects of winning, losing, and drawing in battle, both for the attacker and for the defender.

Gameplay

The gameplay remains the same with one additional option: After losing a battle (not a draw) the losing player may acquire any Skill Card - it can even be a Skill Card that another player has already taken. To do so, he takes the card from what's left of his hand that has the highest value of charisma and combines it with at least one Charisma Card (or a Creature/Army Card that he captured previously) that was slid halfway under his city card).

As with Creature cards, the charisma cost of each Skill Card is shown in the top left corner of the card. The player then places the Skill Card face-up in front of him, and can use this ability from now on. The hand card used for acquiring the skill is placed on that player's discard pile, along with all remaining hand cards. The cards from under the player's City Card that were used for the purchase are discarded from the game.

If the Skill Card was taken from another player, that player receives Charisma Cards from the reserve equal to the cost of the skill card he lost, and places them halfway under his City Card.

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Skill Cards

Ambush (Charisma Cost: 5)

The attacker does not announce the weapon with which he is attacking.

Shield Defense (Charisma Cost: 5)

For the first card only, the highest defense value is used, regardless of which weapon was used for the attack.

Disorder (Charisma Cost: 4)

Before the battle begins, the attacker draws a card from the defender's hand at random and places it face-up on the discard pile. The defender has one less card available for this battle.

Sound the retreat (Charisma Cost: 3)

All defense values of the first card played are increased by 2.

Supply (Charisma Cost: 4)

The player always keeps one card more in his hand. This could also trigger the end of the game. If the player loses this Skill Card, he must immediately select a Card from his hand to place on his discard pile.

Heroism (Charisma Cost: 2)

The player cannot lose his leader. In the case of a lost battle in which his leader was involved, the leader is placed on his discard pile and is not captured by the opponent. This means that he cannot lose his nation's special ability.

Nations

Germans

Capital: Colonia Agrippina | Leader: Arminius | Troops: 2 x Wild Boar
2 x Spearman, 2 x Berserker, Horseman, 2x Bowman, Axe Thrower.

The German player is allowed to use the charisma from all of his hand cards to recruit creatures (and to acquire Skill Cards). As usual, he needs to use at least one Charisma Card or captured card from under his City Card. If Arminius is captured in battle, the German player may only play one reinforcement card while defending (i.e. he plays only two cards per battle while defending).

Tip: Other than Arminius, the Germans possess very little charisma. You should initially add captured cards to the deck, in order to take advantage of the German's special ability later.

Weaknesses: charisma, defense.

Macedonians:

Capital: Pella | Leader: Alexander | Troops: 2 x Hetairoi, 2 x Phalangite,
2 x Mercenary, 2 x Slinger, Heavy Cavalry.

Whenever the Macedonian player receives a Charisma Card from the reserve after a battle, he is awarded an additional Charisma Card from the reserve. If Alexander is captured in battle, every card with points on it is worth half a point less.

Tip: the Macedonians are able to collect a lot of Charisma Cards. The Mercenaries are helpful in bringing about a draw in a battle.

Weaknesses: none.