

SUCCESSORS

RICHARD BERG & MARK SIMONITCH



PLAYBOOK

You are holding in your hands a Fourth Edition of *Successors*. A game in which every single element has been updated or even redesigned and which plays even better than earlier editions of *Successors*. It has been a long and winding road to bring you the game. It took over two years to get the contract signed and almost a year to prepare the project for the Kickstarter. Then over a year to send the files to production.

It wasn't an easy task. The rules were first written with the goal of making them more player friendly, then rewritten to make sure every single aspect of the game is covered, then reorganised again to meet the standard of presentation we wanted to achieve.

The project wouldn't have been possible if not for the support we have got from you. Your decision to become a stakeholder in the project and trust us with your hard won money means a lot to us.

There are now illustrations on the cards, a new map, unit counters and generals' miniatures. There are new scenarios, new generals and new cards in the box. The generals now have special abilities, while the Province cards help track ownership. The whole package has been tested both mechanically and from the presentation perspective. We've made every effort to make the game as accessible and as beautiful as it could be.

Many years ago when Richard Berg submitted a game to Avalon Hill, it was an area movement game, with quite a robust combat system, and various units types and event cards. The topic was interesting but the game system needed help. With Richard's consent the game was redesigned and, in the process, his brilliant idea took the form of a card driven game, with a point-to-point map, three unit types and a simple combat system.

*Mark Simonitch, who did the job, believes a developer shouldn't totally redesign a game but, instead, polish it and make sure it comes out the way the designer wants. As a publisher we don't share that point of view - what we are looking for as amazing a product as can be. We hope you are going to have a lot of fun with *Successors*, one of the greatest multiplayer historical games ever created.*

Jaro & Waldemar

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EXAMPLE OF PLAY

Welcome to *Successors*. We hope you enjoy reading this example of a typical 3-player game. No optional rules are in play. Setup has been completed according to the steps in Section 4 of the rules. This example will take you through the first Game Turn.

See the “After Setup” illustration below for how the board looks after players have placed their starting Generals and Political Control Markers (PCs) on the map. The Combat Units (CUs) that come with each Major General are shown on the General cards above the map. Brian starts in control of the fleet of Aegyptos, and Rob controls the fleet of Makedonia.

Each player begins as a Champion of the Macedonian Empire. Yvonne has the most Legitimacy (L): 3 for being a Cham-

pion, 5 for controlling Alexandros (Alexander’s infant son), and 1 for Perdikkas (Perdikkas was the Senior Officer in Babylon). Brian has 3 L for being a Champion. Rob has 3 L for being a Champion, 2 L for controlling the province of Makedonia, and 1 L for Leonnatos, who was a distant relative of the Macedonian Royal Family.

The seating arrangement going clockwise around the table is Rob -> Yvonne -> Brian.



GAME TURN I

PREPARATIONS PHASE

The players recall that it is not possible to gain an Instant Victory, move Alexander's Funeral Cart, or bury Alexander's body on the first Game Turn.

Label the Usurper

Victory Points (VPs) mainly come from controlling provinces. Brian has the most VPs: 6 for Aigyptos, 3 for Phrygia, and 2 for Media, so he is the Usurper for Game Turn I and takes the Usurper Ring. This means Yvonne and Rob can attack his Major Generals, Combat Units, and Major Cities without losing their Champion status.

Determine Turn Order

Rob has the fewest VPs: 3 for Makedonia, 2 for Kilikia, and 2 for Mikra Phrygia, so he gets to choose who will be the First Player during all of Game Turn I. Rob wants to have the first choice of what to do each Round, so he announces that he will be the First Player and places the First Player marker in front of himself.

REINFORCEMENTS PHASE

The Reinforcements Phase is skipped in Game Turn I.

SHUFFLE AND DEAL TYCHE CARDS PHASE

Brian shuffles the deck, then deals five Tyche cards facedown to each player. He also deals five cards facedown to the table, since this is a 3-player game. The following cards are received:

ROB: *Cretan Archers* (12), *Persian Popular Support* (26), *Thessalonike Offers Marriage* (32), *Egyptian Military Colonists* (37), *Storms at Sea* (55).

YVONNE: *Diplomacy* (2), *Treasure City Looted* (13), *Elephants* (16), *Macedonian Reinforcements* (30), *Silver Shields* (47A).

BRIAN: *The Helepolis* (14), *Unrest* (17), *Mutiny* (54), *Anti-Elephant Devices* (56), *Gift of Oratory* (57).

(FACEDOWN ON THE TABLE):

Unrest (18), *Major Campaign* (45), *Drink The Hemlock* (1), *Scythian Invasion* (22), *Unrest Spreads* (20)

STRATEGY PHASE

ROUND 1 / Rob's Player Turn (Red)

ROB: "I have a great starting hand and good options for how to begin. I'll need to take control of Herakles and Thessalonike as soon as possible. If I have the most Legitimacy and still control Makedonia in the next Reinforcements Phase, my reinforcements will make me unstoppable!"

Surrender Segment: No activity

Tyche Segment: Rob plays *Persian Popular Support* for 3 OPs to train a Mercenary CU, which he places with LEONNATOS.

Activation Segment: Rob rolls a 5 on a single six-sided die for movement. Since his roll is more than each of his General's Initiative Ratings, they all receive 4 Movement Points (MPs) to spend in this Activation Segment.

KRATEROS moves from Issos (Kilikia) **1**, where he drops off a Minor General and 1 Loyal Macedonian Combat Unit (CU), to Myriandros (Syria) **2**. KRATEROS continues moving to Triparadeisos **3** and finally Damaskos **4**. Rob takes control of Herakles, giving him 2 L.

LEONNATOS embarks with 2 Loyal Macedonian and 3 Mercenary CUs and sails through Byzantion **6** to Apollonia **7**, where he disembarks and initiates a Land Battle. Since Rob has the *Storms at Sea* card in hand, he was not afraid of anyone else playing this card against him. Yvonne could not have initiated a Naval Battle because she does not have any Fleets. Brian has a Fleet, but his PC markers are too far away. Yvonne decides to accept the battle. By attacking Yvonne, who is not the Usurper, Rob loses his Champion status and is now a Successor. Rob immediately loses 3 L and flips his 3L marker to its red side with no L.

Battle of Apollonia:

LEONNATOS' Army has a total Battle Strength of 7 (2 Loyal Macedonian CUs are worth 2 Combat Strength each and 3 Mercenary CUs are worth 1 Combat Strength each). LYSIMACHOS has a total Battle Strength of 8 (4 for two Loyal Macedonian CUs, 2 for 2 Mercenary CUs and 2 for Local Troops, due to his control of Thrake province). Rob rolls two dice and gets a 5 and a 6, so his total is 11. Yvonne rolls two dice and gets a 4 and a 3. The 3 is changed to a 4 to bring it up to LYSIMACHOS' Battle Rating. Her modified total is 8. Comparing these modified rolls and Battle Strengths on the Battle Table (see Player Aid) gives a Battle Score of 7 for LEONNATOS and 5 for LYSIMACHOS.

LEONNATOS wins, but must eliminate 1 CU, since his Battle Score is less than twice of his opponent's. Rob chooses to eliminate 1 Mercenary CU. Yvonne has to eliminate all of her Mercenary CUs. The remaining Macedonian (white) units have to roll for Attrition. Yvonne rolls a 3, resulting in no losses on the Attrition Table. LYSIMACHOS and 2 Loyal Macedonian CUs are placed in the Dispersed Box (and will be available next Turn as reinforcements for Yvonne).

ANTIPATROS does not move and stays in Pella **8**. He does not (yet) take control of Thessalonike.

Forage Segment: There are no spaces where Rob has more than 8 CUs (or more than 3 CUs on a Transit Point: the smallest circles), so none of Rob's CUs suffer attrition.

ROUND 1 / Yvonne's Player Turn (Yellow)

Surrender Segment: No activity

Tyche Segment: Yvonne plays *Silver Shields* for its event and places 2 Silver Shields CUs on the Eumenes card. Tyche Card 47A is now removed from the game, and Tyche card 47B is placed in the discard pile.

Activation Segment: Yvonne rolls a 2. Since her roll is less than each of her General's Initiative Ratings, they all receive 2 Movement Points (MPs) to spend in this Activation Segment.

PERDIKKAS stays in Babylon **1** to secure the Funeral Cart.

EUMENES moves through Dana **2** to Ikonion **3**.

YVONNE: "In the near future I want to take control of Phrygia and Syria to become the Lord of Asia and gain an extra 4 VPs for this."

Forage Segment: No attrition

ROUND 1 / Brian's Player Turn (Blue)

Surrender Segment: No activity.

Tyche Segment: Brian does not need the Surprise card *Anti-Elephant Devices*, so he discards it and draws another card from

the top of the Tyche deck, receiving *Asian Elephants* (34). He plays it for its event, placing 2 Elephant CUs with ANTIGONOS.

Activation Segment: Brian rolls a 6 for movement, giving all his Generals 4 MPs to spend.

PTOLEMAIOS heads for Damaskos to recapture Herakles. He moves to Pelousion 1 and embarks there hoping to reach Ake 3 through Gaza 2.

Rob decides to play *Storms at Sea* and so the sea movement is canceled and PTOLEMAIOS' Army remains in Pelousion. Rob draws another Tyche card – *Traitor* (43).

PEITHON moves to the Independent Stronghold of Elymaioi 4. Since he is ending his movement there, no Attrition roll is required. The remaining 2 MPs are used to conduct a Siege, rolling a 6. He gains 2 Siege Points, which is enough to remove the Independent PC marker. However, Brian cannot place a blue PC marker there yet.

ANTIGONOS moves to Halikarnassos 5 and leaves 1 Mercenary CU there, placing Minor General Nikanor.

BRIAN: “Karia should be mine at the beginning of the next Round.”

Next, ANTIGONOS moves back to Kelainai 6 to be able to protect the Province of Phrygia against EUMENES.

Forage Segment: No attrition.

ROUND 1 / Table Card

At the end of each Round, one card that was dealt to the table is revealed.

The revealed card is *Unrest*, which must be resolved as an event. Rob has the fewest VPs and rolls a total of 7 on two dice. An Independent PC marker must be placed in Armenia, and he chooses Amida. Another roll must be made, and this time he rolls a total of 9, indicating that an Independent PC marker must be placed in either Hellas or Krete. However, all areas in these provinces already contain Independent PC markers, and so Rob must choose an adjacent province – he chooses Larisa in Thessalia.

The image shows a comprehensive game state for Round 1. At the top, three player hand cards are displayed: Rob (red), Yvonne (yellow), and Brian (blue). Below these are rows of character cards for each player, including Antipatros, Krateros, Leonnatos, Perdikkas, Eumenes, Lydimachos, Ptolemaios, Antigonos, and Peithon. The main board is a map of the Mediterranean region with various provinces, cities, and markers. A VP track at the bottom shows Rob at 19, Yvonne at 20, and Brian at 14. A Tyche deck is visible on the right. A 'Table Card' area at the bottom right shows the revealed card 'Unrest' and 'Asian Elephants'.

ROUND 2 / Rob's Player Turn (Red)

Surrender Segment: Rob places a red PC marker in Damaskos **1**. Then LEONNATOS conducts a Siege in Apollonia, rolling a 4, and adding one Siege Point, which is enough to complete the Siege. He replaces the Independent PC marker with a red PC marker, which you can do only if you complete a Siege in your Surrender Segment.

Tyche Segment: Rob plays *Traitor* for its event, removes yellow PC markers from Chersonesos **2** and Byzantion **3**, and places his own PC markers there. These Minor Cities are no more than 2 MPs away from LEONNATOS' Army. Yvonne loses control of the Province of Thrake and loses 3 VPs. Thrake is now uncontrolled.

Activation Segment: Rob rolls a 1 for movement, giving each of his Generals 2 MPs.

LEONNATOS embarks and sails to Astakos **4** through Byzantion **3**, hoping to conquer the entire Hellespont.

ANTIPATROS moves from Pella **5** to Agrianes **6**, since only one more Minor City is required to gain control over Thrake.

KRATEROS moves to Triparadeisos **7**, then continues his move to Sidon **8**.

Forage Segment: No attrition.

ROUND 2 / Yvonne's Player Turn (Yellow)

Surrender Segment:

Yvonne removes a blue PC marker from Ikonion (Phrygia) **1** and places a yellow PC marker there.

Tyche Segment:

Yvonne plays *Macedonian Reinforcements* for its event and places 1 Loyal Macedonian CU with EUMENES.

Activation Segment:

Yvonne rolls a 4 for movement, giving each of her Generals 4 MPs.

YVONNE: "With LYSIMACHOS in the Dispersed Box, I have to use PERDIKKAS to secure the route to Pella."

PERDIKKAS leaves 2 Royal Army CUs (and the Funeral Cart which cannot move in Turn 1) in Babylon **2**, placing Minor General ANDRONIKOS there. Next he moves through Sippar **3**, Thilabous **4** and the Transit Point to Doura **5**.

EUMENES moves through the Transit Point to Tarsos **6**, where he ends his activation.

Andronikos takes 2 Royal Army CUs and moves from Babylon **2** through Uruk **7** to Larsa **8**.

Forage Segment: No attrition.

ROUND 2 / Brian's Player Turn (Blue)

Surrender Segment:

Brian places his PC marker in Elymaioi (Media) **1**. He also places a blue PC marker in Halikarnassos **2**, since there is a small Army. Brian now controls the Province of Karia and its Fleet. Brian has the largest Fleet but does not gain VPs for it, since he has not yet reached the minimum strength of 3.

Tyche Segment:

Brian plays the Bonus card *Unrest* and rolls a total of 5 on two dice, indicating that an Independent PC must be placed in Aigyptos or Libye. Since Libye already contains Independent PC markers, Brian must remove his own PC Marker and place an Independent marker in Heliopolis **3**. Then Brian uses the card's 3 OPs to boldly force-march PTOLEMAIOS using Naval Movement through Gaza **4** and Ake **5** to Tyros **6**. KRATEROS intercepts from Sidon **8**, leaving 1 Loyal Macedonian CU and placing the Minor General. Rob rolls a 5 and the interception is successful. PTOLEMAIOS would have to face KRATEROS' Army, therefore he decides to withdraw to Ake **5**. No Land Battle is fought.

Activation Segment:

Brian rolls a 1 for movement, giving each of his Generals 2 MPs.

PEITHON moves to Sousa **7**. He leaves 1 Mercenary CU there and places a Minor General.

ANTIGONOS moves to Ikonion **9**. He leaves 1 Mercenary CU there and places Minor General POLYKLEITOS. Next he moves back to Kelainai **10**.

PTOLEMAIOS uses Naval Movement from Ake **5** through Tyros **6** to Salamis (Kypros) **11**. This move is escorted by the Aigyptos and Karia Fleets. Rob has a PC Marker in Tarsos **9** (it doesn't matter that there is also Yvonne's Army) and decides to use the Makedonia Fleet against PTOLEMAIOS. KRATEROS' Army in Tyros does not participate in the Naval Battle, because it remains in the land location in Tyros, without a PC marker.

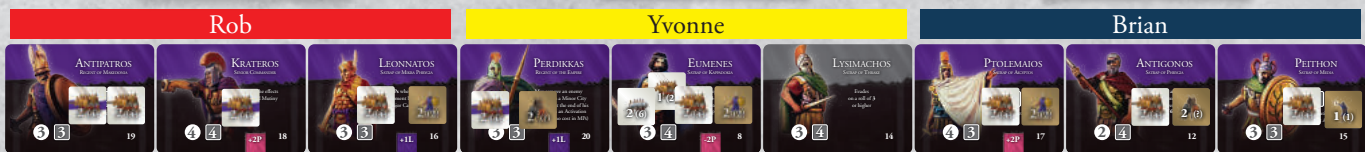
Naval Battle of Tyros:

Brian's Total Fleet Strength is 2 and Rob's is 1. Brian rolls a total of 9 and Rob rolls a total of 10. Each of them has a Battle Score of 2. The battle is inconclusive, and PTOLEMAIOS safely reaches Salamis **11**. No Leader casualties are applied, since this was not a Land Battle but a Naval Battle.

Forage Segment: No attrition.

ROUND 2 / Table Card

The revealed card *Major Campaign* is discarded without effect.



ROUND 3 / Rob's Player Turn (Red)

Surrender Segment:

Rob removes the yellow PC marker from Agrianes (Thrake) **1** and places red PC markers in Agrianes, and in Sidon **2** and Tyros (Phoenike) **3**. He acquires control of the Provinces of Thrake (3 VPs) and Phoenike (2 VPs). He also gets control of the Phoenike Fleet.

Next, he conducts a Siege in Astakos **4**. He rolls a 5, which results in 1 Siege Point. This is enough to remove the Independent PC marker and immediately place a red PC marker there. Rob now has control of the entire Hellespontine, which gives him another 2 VPs.

Tyche Segment:

Rob plays *Cretan Archers* for its event and places 1 Mercenary CU with a Minor General in Pella **5**. He uses 2 OPs to place his PC markers in Triballoi **6** and Getai **7** in Skythia, gaining control of this Province and another 1 VP.

Activation Segment:

Rob rolls a 6 for movement, giving all his Generals 4 MPs to spend.

LEONNATOS moves through Daskleion **8** and Pergamon **9**, and then by sea through the Transit Point to Athenai **10**.

ANTIPATROS moves through Philippopolis **11** and Odrysai **12** to Byzantion **13**. He cannot move to Astakos **4**, since it would cost 2 MPs to move through the straits, and Naval Movement was already performed by LEONNATOS.

KRATEROS moves to Sidon **2** to pick up 1 Loyal Macedonian CU from this city, and then moves back to Tyros **3** to be able to protect the Province of Phoenike from Ptolemaios. Rob removes the Minor General from the map.

Forage Segment: No attrition.

ROUND 3 / Yvonne's Player Turn (Yellow)

Surrender Segment:

EUMENES removes the red PC marker from Tarsos **1**. As a result, Rob loses control of the Province of Kilikia and also loses 2 VPs. Next, yellow PC markers are placed in Tarsos and in Doura **2**.

Tyche Segment:

Yvonne plays *Treasure City Looted* for its event and places a Looted marker next to Babylon. She now spends the 10 OPs on the card. 3 OPs are spent to place yellow PC markers in Karrhai **3**, Nisbis **4** and Thilabous **5** (giving her control of the Province of Mesopotamia and 2 VPs). 7 OPs are spent to train 1 Loyal Macedonian CU, which is placed with Minor General ANDRONIKOS in Babylon **6**.

Activation Segment:

Yvonne rolls a 5 for movement, giving all her Generals 4 MPs to spend.

EUMENES moves to Issos **7**, which is occupied by Rob's Army of only 1 CU. EUMENES has 7 CUs and so overrun conditions are met. The Minor General can try to withdraw, but Rob's roll of 3 is below the general's Initiative Rating and the withdrawal fails.

Rob rolls 3 for Attrition, which causes the Loyal Macedonian CU to be dispersed. EUMENES leaves 1 Loyal Macedonian CU with the Minor General in Issos and moves through Tarsos to the Transit Point **8** in Phrygia.

PERDIKKAS moves through Thapsakos **9**, Chalybon **10**, and Issos **7** to Tarsos **1**.

Forage Segment:

The Forage Limit of a Transit Point is only 3 CUs and EUMENES has 6 CUs at the Transit Point. 1 CU must be eliminated – Yvonne decides that it will be a Mercenary CU.

ROUND 3 / Brian's Player Turn (Blue)

Surrender Segment:

Brian removes the yellow PC markers from Ikonion (Phrygia) **1** and places blue PC markers in these spaces.

PTOLEMAIOS conducts a Siege on the Major City of Salamis (Kypros) **2**. Salamis is a port, so in the case of a player having no Fleets a -1 modifier would be applied to the Siege roll. But Brian still controls the Aigyptos Fleet and rolls a 6, and so 2 Siege Points are placed, with no losses.

Each space may be subject to at most 5 Sieges in a Player Turn: 1 in the Surrender Segment, 2 in the Tyche Segment and 2 in the Activation Segment, if the general has the MPs.

Tyche Segment:

Brian plays *Helepolis* for its event and places the corresponding marker on Salamis to increase his chances of a successful Siege.

Activation Segment:

Brian rolls a 3 for movement. Comparing this roll to each of his Generals' Initiative Ratings gives ANTIGONOS 4 MPs, PTOLEMAIOS 2 MPs, PEITHON 3 MPs, and his Minor Generals 2 MPs.

PTOLEMAIOS spends 2 MPs to conduct a Siege on Salamis **2**. He rolls a 2, but with the Helepolis marker the modified result is 3. Another Siege Point is added and the Major City is captured. The Independent PC marker is removed and the Helepolis marker is placed back in its box on the board. However, the second part of the result is for the Besieger to lose 1 unit and Brian chooses to eliminate 1 Mercenary CU.

ANTIGONOS holds his position in Phrygia.

PEITHON moves to Larsa **3**. Brian asks for Free Passage and Yvonne promises this. However, when PEITHON enters Larsa, Yvonne changes her mind and decides to not honor the previous agreement. Brian is now the Attacker, and must lose his Champion status, becoming the Successor. His Champion marker is flipped to its blue side and Brian loses 3 L. Yvonne decides to accept the battle.

Battle of Larsa:

Brian plays the Surprise card *Gift of Oratory*, giving +5 Popularity for PEITHON. He then draws a Tyche card – *Traitor in the City* (49). Next, he plays another Surprise card – *Mutiny* – and draws another Tyche card – *Influence Spreads* (40). Prestige must then be calculated for each Faction, since Royal Army CUs are present. ANDRONIKOS has 9 (for Legitimacy), while PEITHON has only 5 (0 for Legitimacy and 5 for Gift of Oratory). The Royal Army CUs fight (and there is no Mutiny applied).

PEITHON's total Battle Strength is 5 (4 for 2 Loyal Macedonian CUs, 1 for 1 Mercenary CU). ANDRONIKOS' total Battle Strength is 7 (4 for 2 Royal Army CUs, 3 for Local Troops). Brian rolls 6 and 2, but the latter becomes 3, due to PEITHON's



Battle Rating of 3. The overall result of 9 gives a Battle Score of 4. Yvonne rolls 4 and 6. Her Battle Score is 6. PEITHON loses the battle and Brian must roll for his casualty. The roll is 5, and PEITHON is killed in action.

Yvonne must lose 1 CU, so she now has only 1 Royal Army CU left. Brian removes PEITHON and his card from play.

The Mercenary CU is eliminated and Brian rolls for the Attrition of his Macedonian CUs: a roll of 2 means that there are no further losses. 2 Loyal Macedonian CUs and a PC marker are placed in the Dispersed Box.

BRIAN: "Oh dear, what a disaster! I'll have to recruit a new General straight away".

Forage Segment: No attrition.

ROUND 3 / Table Card

Drink the Hemlock is discarded without effect.

ROUND 4 / Rob's Player Turn (Red)

Surrender Segment:

LEONNATOS conducts a Siege on Athenai **1**. He rolls a 4 and 1 Siege Point is placed without any losses.

Tyche Segment:

Rob plays the Bonus card *Thessalonike Offers Marriage*. All the conditions on the card for the marriage are satisfied, so Rob puts a red ring on the Thessalonike miniature and gains her 2 L. He spends the 3 OPs to place PC markers in Ake **2**, Galadite **3** and Hierosolyma **4**, and so takes control of the Province of Palestine (+1 VP).

Activation Segment:

Rob rolls a 1 for movement, giving each of his Generals 2 MPs.

ANTIPATROS uses Naval Movement to reach Heraklea **5**.

LEONNATOS conducts a Siege on Athenai **1** and rolls a 6. So, 2 Siege Points are added, allowing Rob to remove the Independent PC marker.

KRATEROS, as in the previous Round, refrains from movement.

Forage Segment: No attrition.

ROUND 4 / Yvonne's Player Turn (Yellow)

Surrender Segment:

The red PC marker is removed from Issos **1** and replaced with a Yellow PC marker. Yvonne takes control of Kilikia province (+2 VPs).

Tyche Segment:

Yvonne plays *Elephants* for its event and places 1 Elephant CU with PERDIKKAS.

Activation Segment:

Yvonne rolls a 5 for movement, giving each of her Generals 4 MPs.

PERDIKKAS moves to the Transit Point **2** in Phrygia, taking the 2 Silver Shields CUs and 2 Loyal Macedonian CUs from EUMENES' Army (which is reduced to 1 Mercenary CU). Next, he moves to Ikonion **3**, where Polykleitos Army of only 1 Mercenary CU is in danger. ANTIGONOS tries to intercept, but rolls a 1 and the interception fails. PERDIKKAS' Army overruns POLYKLEITOS – the Minor General goes back to Brian and 1 Mercenary CU is eliminated. PERDIKKAS finally moves to Kelainai **4**, where ANTIGONOS does not attempt to evade.

Battle of Kelainai:

First, the Prestige must be calculated for each Faction, since Royal Army CUs are present: PERDIKKAS 9, ANTIGONOS 0. The Royal Army CUs remain with PERDIKKAS. The Combat Strength of the Elephant CUs must be determined by rolling dice. Brian rolls the Elephant Dice and gets 3 and 2. Yvonne rolls 3, 3, and 2. ANTIGONOS' total Battle Strength is **13** (4 for 2 Loyal Macedonian CUs, 5 for Elephant CUs, and 3 for Local Troops). PERDIKKAS' total Battle Strength is **19** (4 for 2 Royal Army CUs, 4 for 2 Loyal Macedonian CUs, 6 for 2 Silver Shields CUs, and 5 for Elephant CUs). Yvonne rolls a 5 and a 1, but the latter becomes a 3 due to PERDIKKAS' Battle Rating of 3. The overall result of 8 gives a Battle Score of 10. Brian rolls a 5 and a 5, so his Battle Score is also 10. The Battle is inconclusive. Both Armies must lose 1 CU. Yvonne eliminates 1 Royal Army CU and Brian elimi-

nates 1 Loyal Macedonian CU. ANTIGONOS remains in place and PERDIKKAS goes back to Ikonion, and places a yellow PC marker there due to his special ability.

EUMENES moves to Chalybon **5**, and takes 1 Loyal Macedonian CU from Issos. Minor General TELESOPHROS is placed off map.

Forage Segment: No attrition.

ROUND 4 / Brian's Player Turn (Blue)

Surrender Segment:

Blue PC markers are placed in Salamis **1** and Sousa **2**.

Tyche Segment:

Brian plays *Influence Spreads* for OPs to recruit a General. He chooses NEARCHOS with 2 Mercenary CUs, which arrives in any Port, and Brian chooses Chalkidike **3**. The arriving NEARCHOS takes control of the Minor City.

Activation Segment:

Brian rolls a 5 for movement, giving each of his Generals 4 MPs.

PTOLEMAIOS moves to Paphos **4** and conducts a Siege. Brian plays *Traitor in the City* for its event. He draws a new Tyche card: *Kilikia Pirates* (28).

He rolls a 5 for the Siege, which is modified to 8, gaining 3 Siege Points and resulting in removal of the Independent PC marker.

NEARCHOS moves to Pella **5**. Minor General PHILOXENOS with Thessalonike and 1 Mercenary CU hides inside the Major City Walls. The city is Besieged but NEARCHOS cannot conduct a Siege as he has only 2 CUs (3 CUs is the required minimum).

ANTIGONOS refrains from movement.

Forage Segment: No attrition.

ROUND 4 / Table Card

The revealed card is *Scythian Invasion*, which must be resolved when revealed. Yvonne has the fewest VPs, so she resolves the event. Yvonne moves SEUTHESS and the Scythian Independent Army out of its holding box and into Odessos (Skythia) **1**, then to Apollonia (Thrace) **2**.

YVONNE: "In the next Independent Armies activation, the red PC marker can be removed from there".

ARIARATHES remains in place, since Kappadokia is controlled by Yvonne and she doesn't want any trouble there. LEOSTHENES moves to Athenai **1**.

Battle of Athenai:

LEOSTHENES' total Battle Strength is **8** (6 for CUs, 2 for the Local Troops of the Hellas Province). LEONNATOS' total Battle Strength is **6** (4 for 2 Loyal Macedonian CUs, 2 for 2 Mercenary CUs). Yvonne rolls 3 and 2. The overall result of 5 gives a Battle Score of 3. Rob rolls 5 and 2, but the latter becomes a 3, due to LEONNATOS' Battle Rating of 3. So, his Battle Score is 4. LEONNATOS wins, but must eliminate 1 CU, since his Battle Score is less than twice of his opponent's. Rob chooses to eliminate 1 Mercenary CU. LEOSTHENES' Independent Army is removed from play. LEONNATOS also receives a 1P bonus for defeating this army.



Player Rob's hand: 1 (2L), 2 (1L), 3 (red), 4 (blue), 5 (blue), 6 (red). Includes a ship icon and a chair icon.

Player Yvonne's hand: 1 (yellow), 2 (yellow), 3 (1L), 4 (3L), 5 (yellow), 6 (yellow).

Player Brian's hand: 1 (blue), 2 (blue), 3 (3L), 4 (blue), 5 (blue), 6 (blue). Includes a ship icon and a gold coin icon.

Player cards for Rob, Yvonne, and Brian. Rob's cards: ANTIPATROS (19), KRATEROS (18), LEONNATOS (16). Yvonne's cards: PERDIKAS (20), EUMENES (8), LYSIMACHOS (14). Brian's cards: PTOLEMAIOS (17), ANTIGONOS (12), NEARCHOS (5).

Main game board map showing provinces like THRAKIA, BITHYNIA, SYRIA, MESOPOTAMIA, and BABYLONIA. Includes a turn counter (0-18), a resource bar, and a 'End of Round 4' label. Two event cards are shown: 'SECTARIAN EVOLUTION' and 'TERRACE HOUSE CITY'. A bottom turn counter shows 0-29.

ROUND 5 / Rob's Player Turn (Red)

Surrender Segment:

Rob places his PC marker in Athenai **1**. Rob controls the Athenai Fleet, and is awarded 3 VPs for the Largest Fleet.

ANTIPATROS conducts a Siege on Herakleia **2**. Rob rolls a 5, resulting in 1 Siege Point. It is enough to remove the Independent PC marker and place a red PC marker there. Bithynia becomes Rob's province as well.

Tyche Segment:

Rob plays *Egyptian Military Colonists* for OPs to upgrade his Makedonia Fleet. His total Fleet strength is now 5.

Activation Segment:

Rob rolls a 4. KRATEROS gets 3 MPs, all his other Major Generals get 4 MPs each.

ANTIPATROS moves through Astakos **3** to Daskyleion **4**.

LEONNATOS moves to Molossia **7** through Lamia **5** and Aitolia **6**. Aitolia is an Independent Stronghold, so Rob has to roll for Attrition. The result is 2, and so there are no losses.

ROB: "If I'm lucky, I'll get the Olympias card next Round". KRATEROS does not move.

Forage Segment: No attrition.

ROUND 5 / Yvonne's Player Turn (Yellow)

Surrender Segment:

Yvonne removes the blue PC marker from Ikonion **1**, and places yellow PC markers in Chalybon (Syria) **2** and Ikonion (Phrygia).

Tyche Segment:

Yvonne plays *Diplomacy* for its event. She removes the blue PC marker from Ankyra (Phrygia) **3** and places a yellow PC marker there. Brian loses control of Phrygia (and so loses 3 VPs).

Activation Segment:

Yvonne rolls a 3, giving EUMENES and PERDIKKAS 3 MPs each. PERDIKKAS moves to Kelainai **4** again.

YVONNE: "Brian has just lost his Local Troops bonus of 2. My Army is stronger than his. I hope this time I'll be luckier with the dice rolls."



Second Battle of Kelainai:

First, Prestige must be calculated for each Faction, since Royal Army CUs are present. PERDIKKAS 9, ANTIGONOS 0. The Royal Army CUs remain with PERDIKKAS. Next, the Combat Strength of the Elephant CUs must be determined will dice rolls. Brian rolls the Elephant Dice and gets 4 and 3. Yvonne rolls 2, 2, and 1. ANTIGONOS' total Battle Strength is **12** (4 for 2 Loyal Macedonian CUs, 7 for Elephant CUs, and 1 for Local Troops). PERDIKKAS' total Battle Strength is **17** (2 for Royal Army CU, 4 for 2 Loyal Macedonian CUs, 6 for 2 Silver Shields CUs, and 5 for Elephant CUs). Yvonne rolls 3 and 2. The overall result of 5 gives a Battle Score of 7. Brian rolls 1 (which becomes 4, due to ANTIGONOS' Battle Rating of 4) and 6. His Battle Score is 9. ANTIGONOS wins, but loses 1 CU. It is a tough choice for Brian, but he decides to eliminate 1 Loyal Macedonian CU.

PERDIKKAS loses all his Elephant CUs. The Attrition roll for the rest of his units is 5. 1 CU must be lost and Yvonne chooses 1 Royal Army CU. PERDIKKAS and his defeated army are placed in the Dispersed Box. The Alexandros miniature is placed with ANTIGONOS. Yvonne loses 5L and Brian gains 5L for controlling the Heir.

EUMENES moves to Triparadeisos **6** through Myriandros **5**, where 1 Mercenary CU is left with the placed Minor General POLEMAIOS.

Forage Segment: No attrition.

ROUND 5 / Brian's Player Turn (Blue)

Surrender Segment:

Brian places a blue PC marker in Paphos **1** and gains control of the Province of Kypros (+ 2 VP) and the Kypros Fleet.

Tyche Segment:

Brian plays the Bonus card *Kilikia Pirates*. He gains control of the Kilikia Fleet, so the overall strength of his Fleets is now 4. He spends 3 OPs to place blue PC markers in Sardeis (Lydia) **2**, Charan **3** and Elymais **4**. Brian gets control of the Province of Sousiane (+1 VP).

Activation Segment:

Brian gives up his movement roll to place 1 Mercenary CU on the NEARCHOS General Card.

BRIAN: "Now Nearchos has 3 Mercenary CUs and will finally be able to conduct a Siege of Pella".

Forage Segment: No attrition.

ROUND 5 / Table Card

The revealed card is *Unrest Spreads*. Because it has a special ornament, its effects must be applied. Yvonne has the fewest VPs and she decides to remove the red PC marker from Athenai **1** and place an Independent PC marker there. Rob loses control of the Athenai Fleet and loses the 3 VPs for the Largest Fleet as well. It is Brian who gets 3 VPs for having the Largest Fleet now.

ISOLATION PHASE

The Strategy Phase is over. Looking at the map, the players agree that there are no isolated PC markers, except Philippopolis **5** and Odrysai **6** in Thrake, where the yellow PC markers are removed.

TURN END

Brian advances the Turn marker on the Turn Track.

Let's carry on a little further into the beginning of Game Turn II.

GAME TURN II

PREPARATIONS PHASE

In Game Turn II it is possible to win an Instant Victory, the Funeral Cart can be moved, and the player who controls the Funeral Cart can bury Alexander.

Label the Usurper

Rob has 15 VPs, Yvonne has 10 VPs and Brian also has 15 VPs. In such a case, the player with the most senior General becomes the Usurper. ANTIPATROS has a Seniority of 19 and PTOLEMAIOS has a seniority of 17. Rob becomes the new Usurper and takes the Usurper Ring.

Determine Turn Order

Yvonne wants to go last each Round in Game Turn II, so she decalres: "Brian will be the First Player".

REINFORCEMENTS PHASE

First, players collect their Dispersed CUs and Generals:

- Brian collects 2 Loyal Macedonian CUs.
- Yvonne collects LYSIMACHOS and PERDIKKAS, and 4 Loyal Macedonian CUs and 2 Silver Shields CUs.

All players receive 2 Mercenary CUs as Reinforcements.

Rob also receives 1 Loyal Macedonian CU for controlling Makedonia. Having the most Legitimacy provides him with another Loyal Macedonian CU.

Since both Rob and Brian have the most VPs, each of them receives 1 additional Mercenary CU.

Then, all players place their Reinforcements in Turn Order:

Brian has a total of 2 Loyal Macedonian CUs and 3 Mercenary CUs to place.

He places 2 Loyal Macedonian CUs with PTOLEMAIOS **1** and 3 Mercenary CUs with ANTIGONOS **5**.

Rob has a total of 3 Loyal Macedonian CUs and 3 Mercenary CUs to place.

He places 1 Loyal Macedonian CU and 2 Mercenary CUs with LEONNATOS **7**, and 2 Loyal Macedonian CUs and 1 Mercenary CU with KRATEROS **8**.

Yvonne can place PERDIKKAS and LYSIMACHOS as well as 4 Loyal Macedonian CUs, 2 Silver Shields CUs and 2 Mercenary CUs.

EUMENES receives 2 Silver Shields CUs and 1 Mercenary CU.

LYSIMACHOS is placed in Issos (Kilkia) **1** with 3 Loyal Macedonian CUs and 1 Mercenary CU.

PERDIKKAS is placed in Babylon **7** with 1 Loyal Macedonian CU. Minor General ANDRONIKOS is removed from the board and placed off map near the Faction card.

SHUFFLE AND DEAL TYCHE CARDS PHASE

Yvonne shuffles the deck, including the discard pile (so the same cards can appear again turn after turn). Yvonne deals five facedown cards to each player and five more to the table.

We will conclude here, with the players eager to see the new Tyche cards that Yvonne dealt to them. What surprises do the cards and dice hold in store? Much lies in the hands of Tyche, the goddess of fortune, chance, providence, and fate!

We hope you create many great memories with your friends while playing this deluxe edition of *Successors*.

FIRST WAR OF THE DIADOCHI (322-320 BC)

2-player scenario

I.4 SETUP

Use standard rules with the following changes:

I.4.1 Place Non-Player Pieces

A Place the Game Turn Marker on the first space of the Turn Track.

B Tyche Cards

Remove the following cards from deck:

23 000 Greek colonists (23)

Treachery (39)

E Independent PCs

Place them as indicated on the picture.

F Independent Armies

LEOSTHENES, ARIARATHES and PHILON are permanently removed from game (already defeated).

I.4.2 Place Royal Family Members

Place the miniature (or counter) of **Alexandros** in Issos (Kilikia).

Place the miniature (or counter) of the **Funeral Cart** in Memphis (Aigyptos).

Place the miniature (or counter) of **Olympias** in Molossia (Epeiros).

Place the miniature (or counter) of **Thessalonike** in Pella (Makedonia).

Place the miniature (or counter) of **Kleopatra** in Sardeis (Lydia).

HERAKLES is not used during the game.

I.4.3 Sort Major Generals

LEONNATOS is permanently removed from the game (already died). Unavailable Generals: ARISTONOUS, NEARCHOS, ASANDROS.

I.4.4

After placing the unavailable Generals back in the game box, skip the rest of this rule.

I.4.5 Hand out player pieces

A Imperialist faction: (green)

Place the following markers on the Faction Card: Champion '3L', PERDIKKAS '1L'.

Place Faction markers at 9 on the Legitimacy Track and at 18 on the VP Track.

B Regent faction: (black)

Place the following markers on the Faction Card: Champion '3L', Strategos '2L', Largest Fleet (3V).

Place Faction markers at 5 on the Legitimacy Track and at 14 on the VP Track.

I.4.6 Place Starting Major Generals

A Imperialist faction: (green)

1 PERDIKKAS in Issos (Kilikia)

On his card: SELEUKOS, PEITHON (with 1P on his card), 4 **Royal Army** CUs, 2 **Loyal Macedonian** CUs, 2 **Mercenary** CUs, 2 **Elephant** CUs.

2 EUMENES in Dana (*Kappadokia*)

On his card: 2 **Loyal Macedonian** CUs, 2 **Mercenary** CUs

Province cards: *Kappadokia, Kilikia, Syria, Phoenike, Koile Syria, Mesopotamia, Babylonia, Media, Sousiane*

Fleets: *Phoenike*

B Regent faction: (black)

1 ANTIPATROS in Pella (Makedonia)

On his card: KRATEROS, 4 **Royal Army** CUs, 2 **Loyals** CUs, 2 **Mercenary** CUs, 1P marker.

2 ANTIGONOS in Athenai (Hellas)

On his card: 2 **Loyal Macedonian** CUs, 1 **Mercenary** CU

3 PTOLEMAIOS in Memphis (Aigyptos)

On his card: 2 **Loyal Macedonian** CUs, 2 **Mercenary** CUs

Province cards: *Makedonia, Thessalia, Aigyptos*

Fleets: *Makedonia, Athenai, Aigyptos*

I.5.6

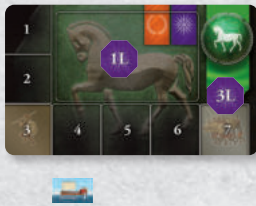
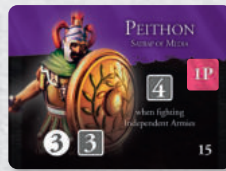
The game lasts only one Game Turn (I).

I.16

Optional rules which must be used:

16.3

Faster Funeral Cart construction



SECOND WAR OF THE DIADOCHII (319-316 BC)

3-player scenario

II.4 SETUP

Use standard rules with the following changes:

II.4.1 Place Non-Player Pieces

A Place the Game Turn Marker on the second space of the Turn Track.

B Tyche Cards

Remove the following cards from deck:

23 000 Greek colonists (23)

Kassandros (35),

Neoptolemos Satrap of Armenia (42),

Olympias (36)

E Independent PCs

Place them as indicated on the picture.

F Independent Armies

LEOSTHENES, ARIARATHES and PHILON are permanently removed from game (already defeated).

II.4.2 Place Royal Family Pieces

Place the miniature (or counter) of **Alexandros, Olympias, Thesalonike** in Pella.

Place the miniature (or counter) of **Kleopatra** in Sardeis (Lydia).

Place the miniature (or counter) of **Alexander's Tomb** in Memphis (Aigyptos).

II.4.3 Sort Major Generals

Remove LEONNATOS (KIA), KRATEROS (KIA), PERDIKKAS (KIA), ANTIPATROS (*dead*) from the game. Unavailable Generals: ARISTONOUS, NEARCHOS.

II.4.4

After placing the unavailable Generals back in the game box, skip the rest of this rule.

II.4.5 Hand out player pieces

A Antigoniid faction (yellow)

Place the following markers on the Faction Card: Champion '3L'.

Place Faction markers at **3** on the Legitimacy Track and at **11** on the VP Track.

Tyche card in hand *Eurydike speaks for Philippos* (25).

B Regent faction: (black)

Place the following markers on the Faction Card: Champion '3L', Strategos '2L'.

EUMENES is a condemned leader '-3L'.

Place Faction markers at **10** on the Legitimacy Track and at **7** on the VP Track.

Tyche card in hand: Peukestas Satrap of Persis (41)

C Ptolemaic faction: (blue)

Place the following markers on the Faction Card: Champion '3L', Tomb '2L'

Place Faction markers at **5** on the Legitimacy Track at **12** on the VP Track.

Tyche card in hand: *Plans of Their Own* (27)

II.4.6 Place Starting Major Generals

A Antigoniid faction:

1 ANTIGONOS in Daskyleion (Mikra Phrygia)

On his card: KASSANDROS, **4 Loyal Macedonian** CUs, **8 Mercenary** CUs, **1 Elephant** CU.

2 Mercenary CUs in Athenai.

Province cards: *Mikra Phrygia, Phrygia, Lydia, Lykia-Pamphylia, Kilikia*

Fleets: *Athenai*

B Regent faction:

1 POLYPERCHON in Pella (Makedonia)

On his card: **2 Royal Army** CUs, **2 Mercenary** CUs.

2 EUMENES in Melitene (Kappadokia)

On his card: **2 Silver Shields** CUs, **3 Mercenary** CUs.

Province cards: *Makedonia, Thessalia, Kappadokia*

Fleets: *Makedonia*

C Ptolemaic faction:

1 PTOLEMAIOS in Alexandria (Aigyptos)

On his card: **2 Loyal Macedonian** CUs, **2 Mercenary** CUs

2 SELEUKOS in Babylon (Babylonia)

On his card: **2 Loyal Macedonian** CUs

3 PEITHON in Ekbatana (Media)

On his card: **2 Mercenary** CUs, 1 P marker

Province cards: *Aigyptos, Babylonia, Media*

Fleets: *Aigyptos*

II. 5.3

Shuffle and deal only 4 Tyche cards to each player.

II. 5.6

The game lasts only one Game Turn (II).

ANTIGONOS
SIEGE OF PERSEUS

+1 MP when activated for movement with a movement cost of 6

2 4 12

KASSANDROS
SIEGE OF ANTIGONOS

May replace an enemy (including Independent) PC with friendly PC in a Major City by her occupation in Midas at the end of his activation in a Movement Segment

2 2 7

EURYDICE SPEAKS FOR PHILIPPOS

If Perseus is in his holding box, place him with any General on the map. If Perseus is on the map, replace him on any location within 2 MDs of his current space (except to make an unoccupied or Independent Major City). You may trace the distance across a Trans-Mediterranean path. The distance of an occupation of a Great Wall.

3

PEUKESTAS SATRAP OF PERSES

NOT PLACED IN GAME TURNS I. PEUKESTAS joins your Faction. Place his General card in front of you and place three Military CLs in a Place. Peukestas is a space in Perseus, either in a space associated by enemy CLs and enemy General or with your Unaligned Army. Remove any enemy (even Independent) PC in the space and place your PC there. REMOVE FROM GAME AFTER RESOLVING EVENT.

4

POLYPERCHON
SIEGE OF ANTIGONOS

General for movement cost of 3 in Macedonia (by Athens and Epirus)

4 3 13

EUMENES
SIEGE OF KAPPADOKIA

Interrupts a path of 3 or higher (or Land Interruption attempt)

3 4 2P 8

1 2 3 4 5 6 7

2V 3V 2V 2V 2V

MIKRA P... LYKIA KILIKIA

3V 2V 2V

MA... TH KAPPADOKIA

1 2 3 4 5 6 7

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

SUCCESSORS
REMOVED WILD & WARRIOR DIVISIONS

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29

1 2 3 4 5 6 7

PLANS OF THEIR OWN

Reposition one of Otharros, Kassandra, or Antigonos, if she is unoccupied, to any location within 4 MDs of her current space (except to make a Major City). You may trace the distance across any paths.

Small opportunities are often the beginning of great empires. -Cicero

3

PTOLEMAIOS
GENERAL OF AEGYPT

in Aegyptus

4 3 17

SELEUKOS
CELEBRATOR OF THE GARDIAN CAVALRY

Intrinsic in the effects of Tyche and Anti-Elaphant Decks

2 3 11

PEITHON
SIEGE OF MEDIA

When fighting Independent Armies

4 3 3 15

6V 4V 2V

AIGYPTOS BABYLON MEDIA

THIRD WAR OF THE DIADOCHII (315-311 BC)

4-player scenario

III.4 SETUP

Use standard rules with the following changes:

III.4.1 Place Non-Player Pieces

A Place the Game Turn Marker on the third space of the Turn Track.

B Tyche Cards

Remove the following cards from deck:

23 000 Greek colonists (23),

Treachery (39),

Kassandros (35),

Olympias (36),

Eurydike Speaks for Phillipos (25)

Neoptolemos Satrap

of Armenia (42),

Peukestas Satrap of Persis (41),

Thessalonike Offers Marriage (32).

E Independent PCs:

Place them as indicated on the picture.

F Independent Armies

Place SEUTHES in Odessos (Skythia).

LEOSTHENES, ARIARATHES and PHILON are permanently removed from game (already defeated).

III.4.2 Place Royal Family Pieces

Remove **Philippos** (dead) and **Olympias** (dead) from the game.

Place the miniature (or counter) of **Alexandros**, **Thessalonike** in Pella.

Place the miniature (or counter) of **Kleopatra** in Sardeis (Lydia).

Place the miniature (or counter) of **Alexander's Tomb** in Memphis (Agyptos).

Herakles is not used during the game.

III.4.3 Sort Major Generals

Remove LEONNATOS (KIA), KRATEROS (KIA), PERDIKKAS (KIA), ANTIPATROS (dead), EUMENES (KIA), PEITHON (KIA) from the game. Unavailable Generals: ARISTONOUS, NEARCHOS.

III.4.4

After placing the unavailable Generals back in the game box, skip the rest of this rule.

III.4.5 Hand out player pieces

A Antigonid faction (yellow)

Place the following markers on the Faction Card: Successor '0L'.

Place Faction markers at **0** on the Legitimacy Track and at **19** on the VP Track.

Lord of Asia (4 V)

B Regent faction: (black)

Place the following markers on the Faction Card: Champion '3L', Strategos '2L', Largest Fleet (3 V), Capital (2V).

Place Faction markers at **9** on the Legitimacy Track and at **10** on the VP Track.

C Ptolemaic faction: (blue)

Place the following markers on the Faction Card: Champion '3L', Tomb '2L'.

Place Faction markers at **5** on the Legitimacy Track and at **14** on the VP Track.

D Lysimachid faction: (green)

Place the following markers on the Faction Card: Champion '3L', Hellespont (2 V).

Place Faction markers at **3** on the Legitimacy Track at **9** and on the VP Track.

III.4.6 Place Starting Major Generals

A Antigonid faction:

1 ANTIGONOS in Tarsos (Kilikia)

On his card: *Demetrios*, **4 Loyal Macedonian** CUs, **8 Mercenary** CUs, **1 Elephant** CU

2 POLYPERCHON in Korinthos (Hellas)

On his card: **2 Mercenary** CUs
Province cards: *Phrygia*, *Lykia-Pamphylia*, *Kilikia*, *Syria*, *Mesopotamia*, *Babylonia*

Fleets: Kilikia.

B Regent faction:

1 KASSANDROS in Pella (Makedonia)

On his card: **2 Loyal Macedonian** CU, **2 Mercenary** CUs, Condemned Leader (-3L)

2 ASANDROS in Halikarnassos (Karia)

On his card: **2 Mercenary** CUs

2 Mercenary CUs in Athenai (Hellas)

Place capital in Chalkidike (Makedonia).

Province cards:

Makedonia, *Thessalia*, *Karia*

Fleets: Makedonia, Athenai, Karia

C Ptolemaic faction:

1 PTOLEMAIOS in Alexandria

On his card: SELEUKOS, **3 Loyal Macedonian** CUs, **2 Mercenary** CU, **1 Mercenary** CU in Salamis (Kypros)

Province cards: *Aigyptos*, *Libye*, *Palaistyne*, *Phoenike*, *Kypros*, *Koile Syria*

Fleets: Aigyptos, Phoenike, Kypros

D Lysimachid faction:

1 LYSIMACHOS in Chersonesos (Thrake)

On his card: PLEISTRACHOS, **2 Loyal** CUs, **6 Mercenary** CUs

Province cards: *Thrake*, *Skythia*, *Mikra Phrygia*

Fleets: none

III. 5.6

The game lasts only one (III) Game Turn.

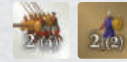
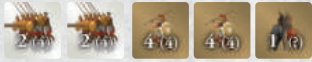
ANTIGONOS
Sovereign of Pontus
+1 MP when activated for movement with a maximum roll of 6
2 4 12

DEMETRIOS
Sovereign of Antiochia
+1 to his Sudden Segment Step rolls
2 2 9

POLYPERCHON
Sovereign of Antiochia
3
5
+1 to his movement rolls in Mikra-Phrygia (4) (Antiochia and Euxine)
4 3 13

KASSANDROS
Sovereign of Karia
May replace an enemy (including Independent) PC with a friendly PC in a Minor City location to allow an occupation to follow at the end of his activation by Movement Segment
2 2 7

ASANDROS
Sovereign of Karia
+1 MP when activated for movement with a maximum roll of 6
3 3 4



1 4V
2
3 4 5 6 7

3V 2V 2V 2V 4V (2) (6)

PHRYGIA LYDIA KARIA MESOPOTAMIA BABYLONIA

3V 2V IV (2) (6)

MAKEDONIA THRAKIA KARIA

1
2 2L 3V 2V 3L
3 4 5 6 7

SUCCESSORS
Advanced rules to make the game shorter

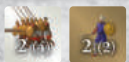
I	II	IV	V
323 - 320	319 - 316	310 - 306	305 - 301

PTOLEMAIOS
Sovereign of Egypt
4
3
+2V
17

SELEUKOS
Commander of the Seleucid Cavalry
Increases the effects of Tyche and Anti-Tyche
2 3 11

LYSIMACHOS
Sovereign of Thrace
Ends on end of 3 or higher
3 4 14

PLEISTARCHOS
Sovereign of Karia
3
when fighting as the Defender
3 2 3



6V 2V IV 2V 2V IV (2) (6)

ALYRIA PAPHLAGONIA PHRYGIA KARIA KOILAE SYRIA

3V IV 2V (2) (6)

THRAKIA SKYTHIA MIKRA-PHRYGIA



1
2 2L 3L
3 4 5 6 7

1
2 2V 3L
3 4 5 6 7

FOURTH WAR OF THE DIADOCHII (310-301 BC)

5-player scenario

IV.4 SETUP

IV.4.1 Place Non-Player Pieces

A Place the Game Turn Marker on the fourth space of the Turn Track.

B Tyche Cards

Remove the following cards from deck:

23 000 Greek colonists (23), *Treachery* (39), *Kassandros* (35), *Olymipas* (36), *Neoptolemos Satrap of Armenia* (42), *Peukestatos Satrap of Persis* (41), *Drink the Hemlock* (1), *Kilikian Pirates* (28), *Eurydike Speaks for Philippos* (25), *Plans of Their Own* (27), *Thessalonike Offers Marriage* (32).

E Independent PCs

Place them as indicated on the picture.

F Independent Armies

LEOSTHENES, ARIARTHES and PHILON are permanently removed from game (already defeated).

IV.4.2 Place Royal Family Pieces

Remove *Philippos* (dead), *Olympias* (dead), *Alexandros* (dead) from the game.

Place the miniature (or counter) of *Thessalonike* in Pella (Makedonia).

Place the miniature (or counter) of *Kleopatra* in Sardeis (*Lydia*).

Place the miniature (or counter) of *Alexander's Tomb* in Memphis (Aigyptos).

Place the miniature (or counter) of *Herakles* in Pergamon (*Lydia*).

IV.4.3 Sort Major Generals

Leonnatos (KIA), *Krateros* (KIA), *Perdikas* (KIA), *Antipatros* (dead), *Eumenes* (KIA), *Peithon* (KIA). Unavailable Generals: ARISTONOUS, NEARCHOS.

IV.4.4

After placing the unavailable Generals back in the game box, skip the rest of this rule.

IV.4.5 Hand out player pieces

A Antigoniid faction (yellow)

Place the following markers on the Faction Card: Successor '0L'

Place Faction markers at 0 on the Legitimacy Track and at 14 on the VP Track.

Tyche Card in hand: *Helepolis* (14)

B Regent faction: (black)

Place the following markers on the Fac-

tion Card: Successor '0L', Strategos '2L', Largest Fleet (3 V), Capital (2 V).

Place Faction markers at 4 on the Legitimacy Track and at 9 on the VP Track.

Tyche Card in hand: *Major Campaign* (45).

C Ptolemaic faction: (blue)

Place the following markers on the Faction Card: Champion '3L', Tomb '2L'.

Place Faction markers at 5 on the Legitimacy Track and at 10 on the VP Track.

Tyche Card in hand: *Kleopatra Offers Marriage* (31).

D Lysimachid faction: (green)

Place the following markers on the Faction Card: Champion '3L'.

Place Faction markers at 3 on the Legitimacy Track and at 5 on the VP Track.

Tyche card in hand: *Pontic fleet* (11).

E Seleucid faction: (red)

Place the following markers on the Faction Card: Successor '0L'.

Place Faction markers at 0 on the Legitimacy Track and at 12 on the VP Track.

Tyche card in hand: *The Indian Elephant Corps* (38).

IV.4.6 Place Starting Major Generals

A Antigoniid faction:

★ ANTIGONOS in Myriandros (Syria)

On his card: 5 **Loyal Macedonian** CUs, 3 **Mercenary** CUs, 2 **Elephant** CUs

★ DEMETRIOS in Halikarnassos (Karia)

On his card: 2 **Loyal Macedonian** CUs, 4 **Mercenary** CUs

2 **Mercenary** CUs in Kelainai (Phrygia)

2 **Mercenary** CUs in Tyros (Phoenike)

1 **Mercenary** CU in Damaskos (Koile Syria)

Place capital in construction in Myriandros (*representing Antigoneia*).

Province cards: *Karia, Lykia-Pamphylia, Phrygia, Kilikia, Syria, Phoenike, Koile Syria, Palaistyne*

Fleets: Karia, Phoenike

B Regent faction:

★ KASSANDROS in Pella (Makedonia)

On his card: 2 **Loyal Macedonian** CUs, 4 **Mercenary** CUs.

★ POLYPERCHON in Athenai (Hellas)
On his card: 1 **Loyal Macedonian** CU, 1 **Mercenary** CU

Place the capital marker in Chalkidike (Makedonia).

Province cards: *Makedonia, Thessalia*

Fleets: Makedonia, Athenai

C Ptolemaic faction:

★ PTOLEMAIOS in Memphis (Aigyptos)

On his card: 2 **Loyal Macedonian** CUs, 2 **Mercenary** CUs, 1 **Elephant** CU.

★ MENELAOS in Salamis (Kypros)

On his card: 2 **Mercenary** CUs

1 **Mercenary** CU in Kyrene (Libye)

1 **Mercenary** CU in Korinthos (Hellas)

Place capital in construction in Alexandria (Aigyptos).

Province cards: *Aigyptos, Libye, Kypros*

Fleets: Aigyptos, Kypros

D Lysymachid faction:

★ LYSIMACHOS in Chersonesos (Thrake)

On his card: PLEISTRACHOS, 1 **Loyal Macedonian** CU, 5 **Mercenary** CUs

Place capital in construction in Chersonesos (*representing Lysymacheia*).

Province cards: *Thrake, Skythia, Illyria*

Fleets: none

E Seleucid faction:

★ SELEUKOS in Persepolis (Persis)

On his card: 1 **Loyal Macedonian**, 3 **Mercenary** CUs

★ POLYARCHOS in Babylon (Babylonia) (looted)

On his card: 2 **Mercenary** CU

1 **Mercenary** CU in Ekbatana (Media) (looted)

Place capital in construction in Nippur (Babylonia) (*representing Seleukia*).

Province cards: *Babylonia, Mesopotamia, Media, Sousiane, Hyrkania*

Fleets: none

IV. 5.3

Shuffle and deal only 4 Tyche cards to each player.

IV. 5.6

The game lasts two Game Turns (IV and V).

ANTIGONOS King of Macedonia
+1 MP when activated
2 (2) 2 (2) 2 (2)

DEMETRIOS King of Macedonia
+1 to his opponent's Successor Step rolls
2 2 9

THE HELLESPONT
Place the Hellepont in its activation slot.
Place the Hellepont with your Army Raising in a Major City. The Hellepont activates when the Step roll of a General's movement is 5 or higher. It remains active until the Hellepont's activation box when the Step is lifted or completed.
Make the best use of it in your game and the best of luck! - *Antigonos*

THE HELLESPONT
Place the Hellepont with your Army Raising in a Major City. The Hellepont activates when the Step roll of a General's movement is 5 or higher. It remains active until the Hellepont's activation box when the Step is lifted or completed.
Make the best use of it in your game and the best of luck! - *Antigonos*

POLYPERCHON King of Macedonia
+1 to his opponent's Successor Step rolls
4 3 13

KASSANDROS King of Macedonia
+1 to his opponent's Successor Step rolls
2 2 7

1 2 3 4 5 6

IV 2V 3V 2V 2V 2V IV IV

LYKIA PHRYGIA KAPPADOKIA KOILIA PALAISTINE

3V 2V

MAK THESSALIA

1 2 3 4 5 6 7

2L 3V 2V

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

SUCCESSORS
KINGDOM BUILT IN MAJOR CITIES

MEGALIA THALASSA

LIBYE

AGYPTOS

ARABIA

PARAISTINE

PHOENIKIA

SYRIA

KOILIA

MESOPOTAMIA

ARMENIA

BITHYNIA

TRAKIA

MEGALIA THALASSA

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29

I 323 - 320
II 319 - 316
III 315 - 311
V 305 - 301

PTOLEMAIOS King of Egypt
4 3 +2P 17

MENELAOS King of Egypt
+1 to his opponent's Successor Step rolls in Egypt, Bithynia, or Rome
3 2 2

LYSIMACHOS King of Thrace
+1 to his opponent's Successor Step rolls in Thrace
3 4 14

PLEISTARCHOS King of Thrace
+1 to his opponent's Successor Step rolls when fighting in the Defender's slot
3 2 3

SELEUKOS King of Syria
+1 to his opponent's Successor Step rolls in the offense of Ptolemy and Antigonos
2 3 11

POLYARCHOS King of Bithynia
+1 to his opponent's Successor Step rolls in a Major City of Bithynia or in the Major City
3 2 1

1 2 3 4 5 6 7

2L 3L

1 2 3 4 5 6 7

1 2 3 4 5 6 7

1 2 3 4 5 6 7

1 2 3 4 5 6 7

KLEOPATRA OWNS MARIAGE
If you have at least one of your Armies in the active location in Uncontrolled Alexandria or your Army in the active location in your game, you may activate the Successor Step of your General. When the marriage roll is 5 or higher, the Successor Step is activated by you. See page 14.

THE PONIC FLEET
Activate and raise one of your Generals in response to a previous event. The General may transport 1 C.V. and any number of Generals and Royal Family Members (except the Special C.V.) with him from the Indebtedness Pool. The General is not subject to Step Limits. This can be cancelled by Successor Step.

3V IV IV

6V 2V 2V

AL KYROS

4V 2V 2V IV IV

BA MESC SO HYRKANIA

CHANGES BETWEEN 3RD AND 4TH EDITIONS OF SUCCESSORS

There are many changes between the 3rd and 4th editions of Successors (hereafter referred to as S3 and S4, respectively). Most of the changes are purely aesthetic, e.g. artwork. There are also changes in presentation, meaning that the way things are explained is completely different, including new concepts and re-defined terms. Finally there are several actual changes in the rules, i.e. changes that materially alter game play. The purpose of this section in the Playbook is to list all the changes between S3 and S4, especially the changes to actual game play, in order to make it as easy as possible to recognize the intentional design differences between S3 and S4. For this change list, the August 2019 Living Rules (available on BGG) define S3.

Aesthetic Changes

The poses of the Major Generals have been carried over from S3 to S4. Some of the same player symbols (Horse, Asp, etc.) and colors have been used. Nearly everything else is aesthetically different. For example, the names added to the Minor Generals and Independent Armies have no effect on game play. The different illustrations on Mercenary CUs have no effect on game play. The guide to pronouncing the names of generals and royal family members in modern and ancient Greek is another purely aesthetic addition.

Presentation

The ways in which the rules, Player Aids, and components (including new components) convey information is completely different between S3 and S4. One of many reasons for these changes was to clarify several undefined (and even some contradictory) edge cases hidden in the S3 rules. Most of the changes in presentation were made for simple clarity. For example, the numbers on the Seniority List have been inverted, so that higher numbers actually mean higher Seniority. The term **Subjugation** has been removed, but the underlying rules are the same. **Prestige** has been re-defined to mean **Legitimacy + Popularity Points**, so two armies in conflict now simply compare their **Prestige** rather than their **Legitimacy as modified by Prestige Points**. The concept of **Location** has been introduced to explain the difference between the areas inside and outside of a Major City and the area **at sea** within a space. The concept of **Procedure** has been introduced to clarify timing when rules interact with each other. Control Markers have been renamed PCs. There is a new Preparations Phase. **Refuse Battle** has been renamed **Withdrawal**, and **Avoid Battle** has been renamed **Evasion**. **Friendly Passage** has been renamed **Free Passage**.

The rules have been thoroughly restructured; for example, they now include a 2 page section covering in detail all the steps that can lead to an Overrun or Land Battle. Each player has a Faction card to track their CU in training and to organize their various Legitimacy, Popularity Point, and Victory Point markers. A Movement Table card (which is also an Active Play-

er token) has been included to help new players understand how Movement Points are derived from a die roll and Initiative Ratings. All Tables have been moved from the map to the much more detailed Player Aids, and the tables have been clarified in some cases (but no numbers on them have been changed). Province cards have been added to help players track their Victory Points. Custom Elephant dice have been included to slightly reduce the math required to determine the Combat Strength of Elephant CUs. The map uses colors to define each Region and to define each Province. The names of provinces (and the city of Athenai) that provide Fleets are highlighted in blue. Fleets now have individual artwork that links their holding boxes to their provinces. Independent PCs no longer have “1” or “3” written on them, since the type of space they occupy determines the number of Siege Points required to remove them.

Actual Changes

The following are the changes in actual game play between S3 and S4, i.e. changes that go beyond differences in aesthetics and/or method of explanation/presentation. This list does *not* include most of the rules in S4 that are clarifications of S3 rules.

2, 3, AND 5 PLAYERS

- The rules, map, number of components, etc. have been changed to support 5-player games.
- S3's 24.1 Option 2 has been removed. Option 1 is used for 2-player games.
- S3's 24.2 Option 1 has been removed. Option 2 is used for 3-player games, except Seleukos is a Reserve (i.e. recruitable) General.
- The player with the *least VP* plays events revealed at the end of each Round in 2 and 3-player games.

MAP

- A starting space for the Illyrian Independent Army has been changed from Makedonia to Illyria, so all starting spaces for the Illyrian Army are in Illyria.
- Only one space in Kappadokia receives Independent PCs in Setup (because Eumenes is now a starting General).
- All of Thrake receives Independent PCs in Setup in 2 and 4-player games (because Lysimachos is now a Reserve General in 2 and 4-player games).
- The Turn Track shows Alexandros on Game Turn IV and Herakles on Game Turn V (because the turns they can trigger Regency Victory have been exchanged).

MAJOR GENERALS

- EUMENES is now a Starting General instead of a Reserve General.
- LYSIMACHOS is now a Reserve General in 2 and 4-player games.
- The ability to draw Generals (such as Seleukos and Eumenes) from the Tyche deck has been removed. Essentially S3's 23.5 has become the standard rule. No cards are provided to allow drawing Generals from the Tyche deck.
- S4 includes 7 new Major Generals. 3 are new Reserve Generals. 2 are only used in new scenarios. 1 is a Reserve General that requires using an optional rule. PEUKESTAS has been added as an Event General (i.e. he enters the game via *Peukestas Satrap of Persis*).
- Reserve Generals may be recruited using a 3 OPs (or 4 OPs) card. Recruiting sometimes allows replacing an enemy PC (i.e. enemy Control Marker) with one of your own.
- Players may have (via recruiting) one more General than they started the game with, in Turns IV & V.
- The concept of Rank has been removed. It is replaced by Seniority.
- Each Major General has a Special Ability (this is a standard rule). Only PTOLEMAIOS' ability has changed from John Firer's published article. The special abilities have all been approved by John Firer.
- POLYPERCHON has an Initiative Rating of 4 (except when using his Special Ability in Makedonia). He has his own General card and miniature, standee, etc. His Seniority has been changed, since it no longer needs to be the same as the Seniority of ANTIPATROS.
- SELEUKOS arrives with Elephant CU(s) instead of Mercenaries.

MISCELLANEOUS

- The criteria for losing Champion status due to Dispersing an enemy Major General has been simplified.
- Alexander can only be buried in a Forage Segment (or, as in S3, during an End Phase).
- The event (if used) on a Bonus Card now occurs *before* its OPs can be used.
- ALEXANDROS can trigger a Regency Victory (or be assassinated) at the start of Game Turn IV instead of V. HERAKLES can do the same at the start of Game Turn V instead of IV. This improves the historical accuracy of the game in many ways.
- Gaining a Popularity Point for defeating an Independent Army is a standard rule.

MOVEMENT

- A General can move a Royal Family Member that is controlled by the General's Faction between the inside and outside of controlled Major City without the assistance of own CU.
- Uncontrolled Royal Family Members may never be inside Major Cities.
- A lone General (without own CUs) may move into a space occupied by enemy CUs.
- A General's activation no longer automatically ends when he runs out of Movement Points. This mostly affects Minor Generals, due to their ability to reposition.
- When a Major City becomes Independent, Generals and Royal Family Members without their own CUs inside the city

suffer as if they lost a Land Battle, instead of moving outside the Major City.

SIEGES

- Major Cities require 3 Siege Points to capture, regardless of the number of CUs inside.
- Independent Strongholds require 2 Siege Points to capture.

OPTIONAL RULES

- There are 10 new optional rules. One of these is the addition of up to 10 new optional Tyche cards. Some of the optional rules and optional cards introduce new components: Cavalry CUs, an Oracle Legitimacy marker, square counters for Major Generals, and Capital City counters. S3's, 23.3 "Interceptions and Avoid Battle by Independent Armies", and 23.4 "Dispersed Fleets" are also included.

TYCHE CARDS

- *Minor Raid* - You may not trace the distance through a space (even using Sea paths) occupied by an enemy CU or enemy PC.
- *Pontic Fleet* - completely rephrased.
- *Elephants* - The space can be in Africa and must be unoccupied by enemy CUs and enemy Generals, and the own Army must be Unbesieged.
- *Unrest Spreads* - own PC also blocks placement.
- *Desertions* - CUs without a General can be targeted.
- *Persian Popular Support* - Gain 2 instead of 1 Mercenary CU immediately.
- *Kilikia Pirates* - Now a Bonus card.
- *Asian Elephants* - The Army must be Unbesieged and the space must be unoccupied by enemy CUs and enemy Generals (card also renamed from Elephants to Asian Elephants. Several other cards are also renamed).
- *Olympias* - Not playable by a Faction that controls KASSANDROS. Playable by a Faction that controls POLYPERCHON. You may reposition her to an adjacent space, except to inside a Major City. She may receive 1 CU if outside Epeiros. The space cannot be occupied by an enemy General. She now conforms to the normal rules for control of Royal Family Members.
- *Peukestas Satrap of Persis* - Not playable in Game Turn 1. PEUKESTAS (Major General) joins your Faction. Place Peukestas in a space ... unoccupied by ... enemy Generals or with own Unbesieged Army.
- *Neoptolemos Satrap of Armenia* - Place ... in a space ... unoccupied by ... enemy Generals or with a own Unbesieged Army. (Note, some of this is due to potential interaction with the new optional card *Foundation of a Capital*).
- *Silver Shields* - Now two cards (no. 47A and 47B). 47A is an Event card with 4 OPs. 47B is a Surprise card and cannot be used in a battle with an Independent Army.

SENIORITY #	NAME	IR	BR	SPECIAL ABILITY
20	PERDIKKAS	3	3	May remove an enemy player PC in a Minor City he occupies at the end of his activation in the Activation Segment (at no cost in MPs)
19	ANTIPATROS	3	3	[BR 4] in Makedonia
18	KRATEROS	4	4	Immune to the effects of Tyche card <i>Mutiny</i>
17	PTOLEMAIOS	4	3	[BR 4] in Aigyptos
16	LEONNATOS	3	3	+2 MPs when activated for movement by Tyche card <i>Major Campaign</i>
15	PEITHON	3	3	[BR 4] when fighting Independent Armies
14	LYSIMACHOS	3	4	Evades on a roll of 3 or higher
13	POLYPERCHON	4	3	[IR 3] if activated for movement while in Makedonia (but always [IR 4] for Interception and Evasion)
12	ANTIGONOS	2	4	+1 MP when activated for movement with a movement roll of 6
11	SELEUKOS	2	3	Immune to the effects of Tyche card <i>Anti-Elephant Devices</i>
10	PEUKESTAS	3	2	Double his Faction's Local Troops points when fighting in Persis, Media, or Sousiane
9	DEMETRIOS	2	2	+1 to his Surrender Segment Siege rolls
8	EUMENES	3	4	Intercepts on a roll of 3 or higher (for Land Interception attempts)
7	KASSANDROS	2	2	May replace an enemy (including Independent) PC with a own PC in a Minor City he occupies in Hellas at the end of his activation in a Activation Segment
6	ARISTONOUS	3	2	[BR 3] in a space containing a Royal Family Member
5	NEARCHOS	3	2	+1 MP when activated for movement by Tyche card <i>Major Campaign</i> if his activation includes a Naval Movement
4	ASANDROS	3	3	+1 MP when activated for movement by Tyche card <i>Major Campaign</i>
3	PLEISTARCHOS	3	2	[BR 3] when fighting as the Defender
2	MENELAOS	3	2	+1 to his Surrender Segment Siege rolls on Kypros, Rhodos, or Krete
1	POLYARCHOS	3	2	-1 to his opponent's Siege rolls against a Major City if he is inside the Major City