Augustus

Roger's Rules: Firedrake/BGG
Last edited 2024-03-19

Goal

- Have the highest points at the end of the game.

Setup

- Lay out the ten Reward tiles.
- Give each player seven Legion meeples.

- Put all 23 circular tokens in the bag.
- Deal each player six Objective tiles; they put three face-up and discard the rest.
- Deal five more Objective cards to the centre of the table.
- Choose a player to draw first.

Rounds

- The drawing player draws and declares a token from the bag.
- Each player may place one of their legions on a matching space on one of their Objective cards. (This may come from stock or from another Objective.)
- If one or more players have completed an Objective (all spaces are full), then in ascending order of the number in the coloured bar:

  - Remove all legions from that Objective and return them to stock.

  - Use any immediate power the Objective provides.

  - Place the Objective in your score pile.

  - Claim any Rewards you want and are entitled to.

  - Choose a new objective from the centre of the table, and replace it from the deck.

- If the token was a Joker, put all tokens back into the bag; the player with most scored Objectives showing that symbol. (On a tie it moves to the most recent player to achieve that number.)

- Choose a new objective from the centre of the table, and replace it from the deck.

- If the token was a Joker, put all tokens back into the bag; the player to their left is the new drawing player.

Rewards

- Green "colour" Rewards are available for being the first to control matching coloured provinces (three of a colour, or three different). You may claim more than one of these.

- Brown "number" Rewards are available for having a certain number of objectives in your score pile. **You may claim only one brown Reward per game.**

- Gold "gold/wheat" Rewards move automatically to the player with most scored Objectives showing that symbol. (On a tie it moves to the most recent player to achieve that number.)

End game

- If a player has scored seven Objectives, finish the round and the game ends.

- Total points from: Rewards, controlled Objectives, and Objectives' end-game Powers.

Powers

Power effects can be [I]mmediate, [P]ermanent, or [E]nd game.

- [I] (arrows from Legion to Token) Place one or two Legions onto (matching spaces, or any space)

- [I] (checkmark) Complete one objective.

- [I] ("+" sign) Take 2 Objectives rather than 1 to replace the one you've just completed.

- [I] (loop of curved white arrows) Rearrange Legions on your Objectives as you like.

- [I] Gain one or two additional Legions.

- [I] (Red background) Each opponent must immediately: remove a Legion (to stock), remove two Legions, remove all Legions from one Objective, or discard an Objective from their score pile

- [P] Hourglass (symbol A) = (symbol B); you may treat draws of symbol A as though they were symbol B instead.

- [E] Victory point symbols: gain that many points at end of game for each space on your controlled Objectives, or each Objective of a particular type. There is usually a maximum possible score from this card.