

The Topology of the Pax Romana

suggested player counts for Concordia

- by publication date -

<i>map</i>	<i>players</i>	<i>cities</i>	<i>provinces</i>	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>best with</i>
Imperium	3-5	30	12	7	8	10	5	4-5
Italia	2-4	25	11	7	8	10	0	2-3
Britannia	2-5	23	10	0	8	10	5	2-3
Germania	3-5	30	12	7	8	10	5	4-5
Byzantium	2-5	28	10	8	9	11	0	3-4
Hispania	2-5	23	9	8	9	0	6	2
Gallia	2-5	25	10	7	8	10	0	3
Corsica	2-5	20	8	7	8	0	5	2

- by density -

<i>map</i>	<i>players</i>	<i>cities</i>	<i>provinces</i>	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>best with</i>
Corsica	2-5	20	8	7	8	0	5	2
Hispania	2-5	23	9	8	9	0	6	2
Britannia	2-5	23	10	0	8	10	5	2-3
Gallia	2-5	25	10	7	8	10	0	3
Italia	2-4	25	11	7	8	10	0	2-3
Byzantium	2-5	28	10	8	9	11	0	3-4
Imperium	3-5	30	12	7	8	10	5	4-5
Germania	3-5	30	12	7	8	10	5	4-5

- notes on gameplay differences -

Britannia: starting locations are at one end of the map engendering a race to the frontier.

Germania: sea colonists move along rivers. This constrains their reach, however they provide 2 movement to any colonist to help players travel this large map. Castles provide 1 good to an adjacent player who Tribunes there first.

Byzantium & Hispania: an additional good, salt, can be used in place of any other good.

Salt can be used with **all maps** – add the salt cities to each letter group of city tokens, then remove: a food city from group A; a tool city from B; a wine city from C; and a brick city from D. To play B&H **without salt** – remove the salt cities from each letter group, then add a specific city to each letter group from the unused letter group: group A gets a tool city; B gets a wine city; C, a cloth city; and D, a brick city.

Byzantium & Hispania: also introduce forum cards. These can be used with any map. If using a forum card that specifies 'salt' or a 'salt city' when playing without salt, read the card as specifying 'any good' or 'any city.'

Gallia: players start landlocked with only a land colonist.