

SOLO MODE CAMPAIGN MAP

MARCH ACROSS THE GLOBE

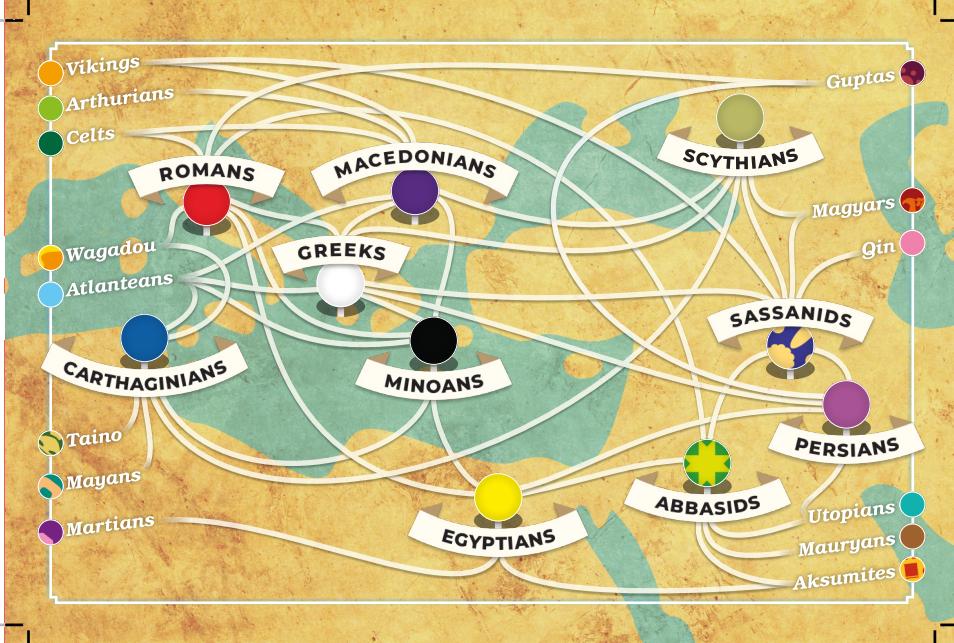
March Across the Globe is a solo campaign module that can be added alongside the standard solo campaign rules of Imperium. It locates each of the now thirty civilizations in their historic homes around the globe and then uses these locations to help players sequence their campaign opponents.

HOW TO PLAY

For your first game in the campaign, choose your nation. Then choose a nation for the bot from among the nations geographically connected to your own (represented with a white line on the map or in the opposite column of the chart). If you win, you “move” into that bot’s location on the map and may choose as your next opponent any of nations that are connected to their location. However, if you lose, you must choose a different opponent from the ones still connected to your location. By losing repeatedly at the same location, you may well run out of options entirely. When this happens, you have lost the campaign.

For instance, say that you begin your campaign playing as the Atlanteans. Your choice of first opponent is either Taino, Celts, Macedonians, Greeks, Minoans, Carthaginians, or Martians. Let’s say that you choose the Carthaginians and beat them. Well done! For your next opponent, you begin at the Carthaginians’ location and may choose any nation connected to the Carthaginians (except the Atlanteans of course). In this case, your choices are Scythians, Minoans, Wagadou, Mayans, and Taino. Want to challenge the Mauryans? Great! Fight your way out of the Mediterranean first!

Designed by Dávid Turczi, Joshua Potter and Rafi Weiss



SOLO MODE CAMPAIGN MAP

ORIGIN	CONNECTED
Abbasids	Aksumites, Egyptians, Mauryans, Romans, Sassanids, Utopians
Carthaginians	Atlanteans, Scythians, Minoans, Taino, Mayans, Wagadou
Egyptians	Abbasids, Aksumites, Martians, Minoans, Romans, Persians
Greeks	Atlanteans, Persians, Scythians, Macedonians, Romans, Sassanids
Macedonians	Arthurians, Greeks, Vikings, Atlanteans, Minoans, Celts, Scythians

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ORIGIN	CONNECTED
Minoans	Atlanteans, Carthaginians, Egyptians, Greeks, Macedonians, Romans
Persians	Egyptians, Greeks, Sassanids, Utopians, Guptas
Romans	Abbasids, Celts, Guptas, Egyptians, Minoans, Greeks, Wagadou
Sassanids	Abbasids, Persians, Greeks, Vikings, Guptas, Magyars, Scythians
Scythians	Carthaginians, Magyars, Taino, Greeks, Sassanids, Macedonians

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ORIGIN	CONNECTED
● Inuit	● Arthurians ● Taino ● Vikings
● Martians	● Atlanteans ● Egyptians ● Mauryans ● Mayans ● Gin
● Mayans	● Carthaginians ● Cultists ● Japanese ● Martians ● Olmecs ● Polynesians ● Taino ● Wagadou
● Olmecs	● Arthurians ● Cultists ● Mayans ● Taino
● Taino	● Atlanteans ● Carthaginians ● Celts ● Inuit ● Mayans ● Olmecs

SOLO MODE CAMPAIGN MAP

ORIGIN	CONNECTED
● Arthurians	● Celts ● Inuit ● Macedonians ● Magyars ● Olmecs ● Vikings
● Atlanteans	● Carthaginians ● Celts ● Greeks ● Macedonians ● Martians ● Minoans ● Taino
● Celts	● Arthurians ● Atlanteans ● Macedonians ● Romans ● Taino
● Vikings	● Arthurians ● Inuit ● Macedonians ● Sassanids
● Wagadou	● Aksumites ● Carthaginians ● Mayans ● Polynesians ● Romans

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SOLO MODE CAMPAIGN MAP

ORIGIN	CONNECTED
● Cultists	● Japanese ● Mayans ● Olmecs
● Japanese	● Cultists ● Gupta's ● Mauryans ● Mayans
● Polynesians	● Aksumites ● Japanese ● Mauryans ● Mayans ● Wagadou
● Gin	● Martians ● Sasanids ● Utopians ● Tang
● Tang	● Cultists ● Gupta's ● Japanese ● Mauryans ● Gin ● Utopians

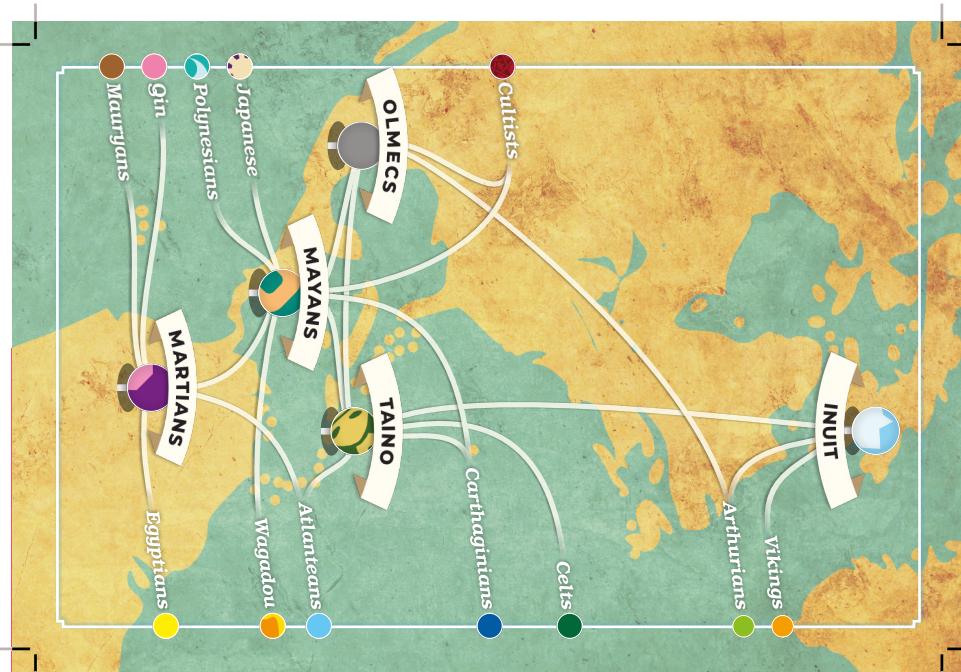
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ORIGIN	CONNECTED
● Aksumites	● Abbasids ● Egyptians ● Gupta's ● Polynesians ● Wagadou
● Gupta's	● Aksumites ● Japanese ● Mauryans ● Persians ● Romans ● Tang ● Utopians
● Magyars	● Arthurians ● Sassanids ● Scythians ● Utopians
● Mauryans	● Abbasids ● Gupta's ● Japanese ● Martians ● Polynesians ● Tang
● Utopians	● Abbasids ● Gupta's ● Magyars ● Persians ● Gin ● Tang

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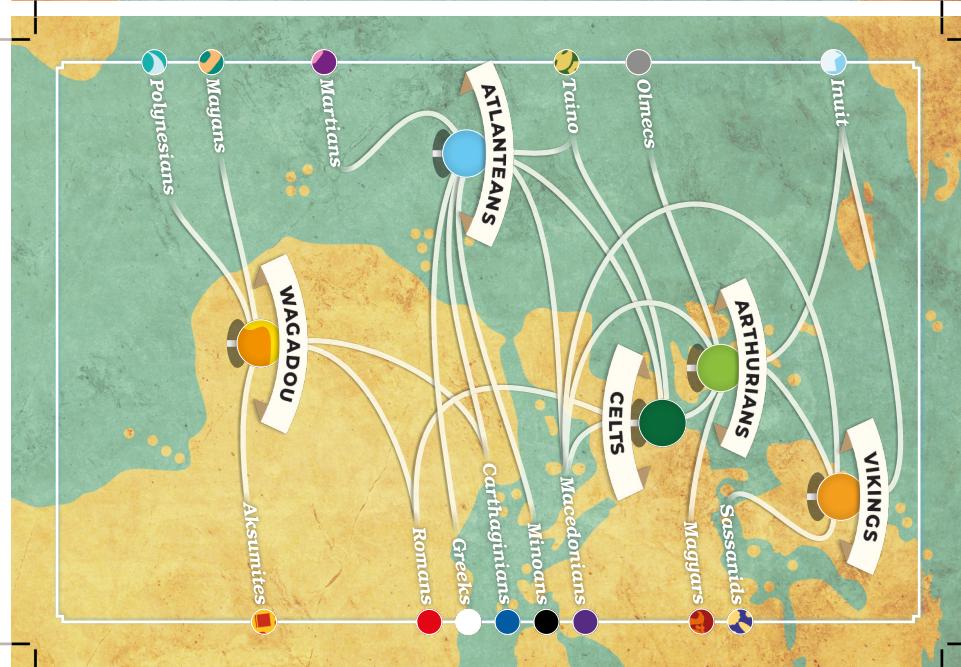
C



E'



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M'