

# EPIC MARE NOSTRUM EMPIRES

## Alternate Victory Rules

A player must complete two Victory Conditions in order to win the game.

When a player achieves their first Victory Condition, they place one of their Control Markers on the matching Victory Condition on the back of this card.

The first player to achieve their second Victory Condition immediately wins the game.

Once a player achieves a Victory Condition, they do not lose it if they no longer meet the Victory Conditions requirements later in the game.

*Example: Rome has conquered 4 Legendary and Capital Cities. They place a Roman Control Marker on the Conquest Victory Condition. On the next turn, Rome loses one of the Legendary Cities but their Conquest Victory Condition remains.*

Epic Mare Nostrum - Empires®  
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