

Republic of Rome

Living Rules

REPUBLIC OF ROME v2.16

Living Rules – (06/17/2004)

A note about this version of the rules:

This rulebook was written to combine the numerous errata and rules fixes available today. To put it simply I got tired of consulting three or more documents for errata, so I have done my best to insert all relevant errata directly into these rules. This rulebook is lifted almost verbatim (except for the errata changes) from the original rulebook. The sole exception to this is the optional rule dealing with Provincial Forces that have been reformatted for the sake of clarity.

Anyone who has played a Republic of Rome game a number of times and looked out on the WWW for FAQs and errata will probably be initially overwhelmed with the amount of documents available. I used about 6 or 7 sources for this "Master" rulebook all with varying results. This "Living" rulebook was challenging for a number of reasons:

- 1) Some questions were never answered by Avalon Hill. In this case I took what I believe to be the most commonly used community resolution to the problem and made it "official".
- 2) Many past errata contributors, helpful souls that they were, often included their own "house" rules into the errata and didn't always quote sources. While I did my best to leave out any house rules (or make them optional rules in the back), sometimes house errata would be reformatted and copied from another document and eventually taken to be official. I can't guarantee that every single correction made here is actually official, but I can attest to the fact that they at least "work". ;)
- 3) Avalon Hill, when answering questions about RoR, often gave conflicting answers and was sometimes just completely wrong on occasion. Many of you reading these rules will look through this rulebook, point out a rule, and go "*Hey that's not right! AH said "blank"*". The hard truth is that Avalon Hill had no sort of "Living Rules" that could be updated regularly, so their answers for many common questions were spotty and often contradictory. This leads to some groups using different official errata, and essentially playing different games.

For example, a number of older errata sources state that senator's popularity can rise above 9. Later errata, however, state that it cannot rise above 9. So I went with the limit at 9 for two reasons. First it seemed to be a more recent ruling and most games seem to use it now. Secondly, it makes much more sense game-play wise.

Hopefully that gives you a glimpse of the many, many rules that AH couldn't make up their mind about. I was more interested in putting together a set of rules that was logical, thorough, and consistent rather than making sure every single rule was AH approved.

You will also notice that extra optional rules, card errata, Tips for Players, Card Manifests and a PBEM guide are included. **Note that you only need the Basic rules to play your first game of RoR.* The other sections are not required. Rules in **blue** have been recently modified from the last version and ~~strikethrough~~ means that the following rules no longer apply.

I want to thank, in addition to the designers, Chris Farrell for his Errata list, Roberto Ullfig for his extensive RoR contributions, Julian Barker for the PBEM guide I adapted in the back and everyone on the RoR mailing list who helped!

If you notice anything that is obviously incorrect please send me an email with the correction to velusion@sbcglobal.net. Keep in mind that unless you can provide a very convincing source or argument on why an errata rule should be changed, I probably won't change it. I will (hopefully) be updating this regularly at <http://67.66.187.69/ror/index.htm>. Anyone interested in a great RoR resource should check out Lou Jerkich's page here: <http://junior.apk.net/~jerkich/rorlinks.html>.

In no way do I assert this to be an official rulebook. It's better ;)

-John Rodriguez velusion@sbcglobal.net

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I. BASIC GAME

1.01 INTRODUCTION

REPUBLIC OF ROME is a compressed abstraction of more than 250 years of history simulating politics in the Roman Senate during the Republic. Players control factions composed of the leading Senatorial families and compete for state offices, military commands, economic concessions and new adherents. Each player attempts to increase the strength of his faction to the point where it dominates the government. However, the Senate must also attend to the affairs of state in a hostile world, necessitating a certain amount of cooperation in the prosecution of wars and the maintenance of public contentment. Failure to do so, especially at the outset when Rome is most vulnerable, may result in collapse of the Republic. Therefore, the players must defeat not only one another, but the game itself which constitutes an ever-present opponent scheming to divide and defeat them all. Players are advised to keep the threat of the downfall of the Republic ever most in mind and stand ready to cooperate for the good of the state. Otherwise, the most likely winner will be the game, and all players will be put to the sword!

1.02 GAME COMPONENTS

The game consists of the following equipment:

- one 16"x22" gameboard
- three decks of 64 cards each
- three six-sided dice (one colored, two white) three sheets of die-cut playing pieces
- six Sequence of Play/Faction Treasury cards one rulebook

The number of dice to be rolled in any given table is illustrated at the top of that table by a depiction of a die showing the number to be rolled.

1.03 SEQUENCE OF PLAY

Each Game Turn represents one year within a compressed, abstract framework wherein lackluster "years" are skipped to keep the action constant. Each turn is composed of seven Phases.

I. MORTALITY PHASE (1.05): Randomly draw one Mortality Chit to determine any deaths by natural causes.

II. REVENUE PHASE (1.06): Adjust the Revenue markers on the State Treasury Track.

1. Each player collects Personal Revenues from the "Bank" due his individual Senators (including Personal Income of Governors). Each Governor of an undeveloped Province then makes a dr attempting to improve that Province. Any rebelling Senators then pay maintenance for their forces.
2. Each player redistributes wealth among the loyal Senators of his Faction and/or his Faction Treasury.
3. The **state** collects state revenues and pays for current Wars, Land Bills, and maintenance of loyal forces out of the State Treasury, recording the new totals and advising all players of the state's finances. Personal Contributions are solicited and simultaneously accepted. Advance the Term markers of loyal Governors and move Province cards of returning Governors to the Forum.

III. FORUM PHASE (1.07): Remove all expired Event cards from the previous turn. Each player, starting with the *HRAO*, in clockwise succession takes his *Initiative*. Each Initiative consists of the following actions:

1. Make a DR. If the DR is a "7", roll a TDR on the Random Events Table and place the corresponding Event card in the Forum. Otherwise, draw a card from the Forum deck.

2. Make one Persuasion Attempt.
3. Attempt to attract a Knight or pressure Knights (not both).
4. Change Faction Leader if desired, or sponsor Games (not both).

In games with less than six players, after all players have finished their Initiative, the player controlling the HRAO declares his sole bid for the right to take the next Initiative. The other players likewise declare their sole bids in clockwise order. The first claimant to a particular bid wins ties. The ~~winning~~ bid must be paid out of a single Senator's Personal Treasury. That player then takes his Initiative. This process is repeated if necessary until six Initiatives have been taken during that turn. The Forum Phase then ends and all players adjust their vote markers.

The HRAO then rolls to see which Tax Farmer Concessions are destroyed if the Second Punic War or Gladiator Slave Revolts are active. These may be immediately rolled for revival on the next step.

The HRAO then rolls a die for each Concession/Senator in the Curia (even if destroyed/killed that turn). If he rolls a "5" or "6", that card is revived and placed face up in the Forum. He also rolls for each Leader in the Curia currently without a matching War card in the Forum and discards it on a die roll of "5" or "6".

IV. POPULATION PHASE (1.08): The Unrest Level is increased by one for each Drought, Pirate, or Unprosecuted War (1.08.1) currently in effect. The HRAO then makes a Population Table TDR.

V. SENATE PHASE (1.09): HRAO summons Senate.

1. Elect two Consuls (and a Pontifex Maximus in the Advanced Game); new Rome Consul becomes Presiding Magistrate. Determine if a Dictator will be elected or appointed.
2. Elect Censor from among prior Consuls; conduct any Prosecutions.
3. Elect vacant Governorships.
4. Conduct all other business, adjourn Senate, and recount vote markers.

VI. COMBAT PHASE (1.10): Resolve all battles.

VII. REVOLUTION PHASE (1.11):

1. Starting with the HRAO and proceeding clockwise around the table, players may play, trade, or discard Intrigue cards. Any held Statesman or Concession to be activated during the coming turn must be played now.
2. Each Governor and each victorious Commander announces (HRAO first and then clockwise around the table) whether he will return his command to the Senate or revolt.

1.04 PREPARE TO PLAY

1.04.1 DECIDING WHICH SCENARIO TO PLAY: Selecting which scenario to play for your first game is often difficult. For players wishing to play a game with a more cooperative feeling – but in which Rome is less likely to survive they should start with the Early Republic Scenario (1.04.2). For players who desire a scenario with a more competitive atmosphere – and also having it so Rome has a better chance to survive should start with the Middle Republic Scenario (1.04.3). Only experienced players wishing an extremely cut-throat game should start with the Late Republic Scenario (1.04.4). Players who have more than 5-7 hours available should optimally plan on playing an extended game (1.04.5).

1.04.2 EARLY REPUBLIC SCENARIO SETUP: Below are the steps for setting up the gameboard to play the Early Republic Scenario. You will refer back to this setup procedure as a reference when setting up other Scenarios as well.

1.04.21 GAMEBOARD: Place the gameboard so that each player has ample space offboard to display the cards that will constitute his Faction. Give each player a Faction Treasury/Sequence of Play card.

1.04.22 MARKERS: Place the 36 Mortality chits in an opaque cup suitable for a random draw. Place a Revenue marker on the "100" box of the State Treasury Track and the Unrest Level Marker on the "0" box of the Unrest Level Track next to the Population Table. Put four Legions in the "Active Box" and all remaining game pieces off to the side for later use.

1.04.23 BANKER (optional): Elect one player to serve as an unrecompensed "Banker" throughout the game. He doles out money from game supplies as it is earned, makes change upon request, and maintains the proper currency levels on the State Treasury Track while keeping the State, Game, and his Faction's funds distinctly separate. *In a friendly game it is usually faster to simply place a pile of money at each end of the gameboard and have the players help themselves.*

1.04.24 CARDS: Separate the cards into three decks according to the color of the illustration half of the card (white, gray, or pink). The decks can also be distinguished by the dividing line separating the card's illustration half from its descriptive half: white = double line, gray = dashed, and pink = solid. Keep the 15 all-gray/all-pink Province cards and the 18 all-gray/all-pink Event cards separate and off to the side for ready access. Separate the 20 white Senator cards and randomly deal three to each player. Return the remaining white Senator cards to the white deck and shuffle it. Place the 1st Punic War card in the Inactive Wars section of the Forum. Put the gray and pink decks aside. If playing the Extended Game Victory Conditions (1.12.6), the gray deck, followed by the pink deck, will replace the depleted white deck.

1.04.25 FACTION LEADERS: Each player places a Faction Leader marker containing the symbol of his Faction on one of his three Senators.

1.04.26 TEMPORARY ROME CONSUL: The Senator in play with the lowest ID# is Temporary Rome Consul until new Consuls can be elected during the first Senate Phase. Place the Rome Consul and Prior Consul markers on his card and add five to his Influence by placing the appropriate white number chit(s) over the printed Influence rating on his card. If, during the first mortality phase, the number is drawn of the Temporary Rome Consul and the senator is killed (faction leader or not) this process is immediately repeated.

1.04.27 INITIAL INTRIGUE PHASE: Each player, starting with the temporary Rome Consul and then proceeding clockwise around the table, draws cards from the top of the white deck until he has drawn three red cards. He keeps the identity of his red cards to himself, but must openly discard all black cards he drew face up one at a time as he draws them. After each player has obtained three red cards with which to start the game, the remaining cards plus all black discards are reshuffled. Each player may decide to play any Statesmen or Concessions he has now or hold them in his hand until a subsequent Revolution Phase. *Cards may not be traded until the Revolution Phase.* There should be only one card in the Forum: the First Punic War.

1.04.3 MIDDLE REPUBLIC SCENARIO SETUP: Remove all Concessions and black Senator cards from the white deck and add them to the gray deck. Randomly draw the first six red non-Senator cards from the white deck and add them to the gray deck. Remove the rest of the white deck. Deal four black Senator cards to each player as per (1.04.24). Each player then draws the first three red cards from the gray deck as per (1.04.27). The undeveloped Province cards of Sicily, Illyricum, Sardinia-Corsica, Nearer and Further Spain, and Cisalpine Gaul are shuffled and randomly dealt one per player to be assigned to a Senator in his Faction of his choice with any leftover being placed in the Forum. The amount of each Governor's term (one to three years) is up to that player to decide. Six Legions are active in Rome *and there are no cards in the forum.* Otherwise, proceed as in the Early Republic scenario.

1.04.4 LATE REPUBLIC SCENARIO SETUP: Remove all Concessions and black Senator cards from the white and gray decks and add them to the pink deck. Randomly draw the first six red, non-Statesmen cards from the combined white/gray decks and add them to the pink deck. Remove the rest of the white and gray decks. Deal five black Senator cards to each player as per (1.04.14). Each player then draws the first three red cards from the deck as per (1.04.17). The developed Province cards of Sicily, Illyricum, Sardinia-Corsica, Nearer and Further Spain, and Cisalpine Gaul are shuffled and dealt one per player to be assigned to a Senator in his Faction of his choice with any leftover being placed in the Forum. The undeveloped Province cards of Narbonese Gaul, Cilicia-Cyprus, Greece, Africa, and Asia are likewise distributed. [In a six-player game, each player makes a TDR to determine the low roller who will not receive a Governorship.] The amount of each Governor's remaining term (one to three years) is up to that player to claim. All gray Law cards are placed in the Law space and considered in play except the Servilian and Acilian Laws which negate each other [so are simply removed from the game](#). Eight Legions are active in Rome [and there are no cards in the forum](#). Otherwise, proceed as in the Early Republic scenario.

1.04.5 EXTENDED GAME: Rather than simply playing one scenario, continue into the Mid (or Late) Republic by shuffling the deck from that period and placing it in play. Play proceeds normally after noting the increased Legion Loyalty numbers for Revolts (1.11.021) and the new Random Events Table column in use for the new period. Such a decision must be made prior to the start of play or by unanimous agreement of all players at the moment the kill card is drawn. The game is considered to be in the mid or late period the moment a card is drawn from that deck.

1.04.6 ALTERNATE HISTORY SCENARIO GAME (optional): Ignore the deck color-coding and combine all cards in one shuffled deck, but otherwise proceed with the normal Prepare to Play (4) routine. The Random Events column and Legion Loyalty Numbers will advance at the start of the 8th and 16th turns.

1.04.7 RESOLVING TIES: Ties of any nature not resolved by stated secondary considerations are always broken in favor of the highest roller in a random DR.

1.05 MORTALITY PHASE

1.05.1 MORTALITY RESOLUTION: One Mortality Chit is drawn at random from the cup. The Senator whose numerical ID matches that of the chit has died. If the named Senator is not alive (either in aligned or unaligned), there is no effect. If a "Draw 2" marker is drawn, it is immediately returned to the cup and two more markers are drawn (i.e. it does not count as a drawn chit). It is possible (although very unlikely) that a "Draw 2" marker could be redrawn several times in the same turn resulting in three or more deaths in a single year. In the event you need to draw more than one chit (whether through Draw 2 chits, combat losses, or events) these chits are laid out and not returned to the cup until the appropriate amount of chits have been drawn. Once all the needed Mortality Chits have been the drawn chits are then returned to the cup.

1.05.11 GRACCHI BROTHERS/LICINII: No Senators with the same numerical ID can be in play at the same time except for the Gracchi brothers (Statesmen 25A and 25B) and the Licinii (Statesmen 29A and 29B) in the later scenarios. Should the "25" or "29" death chit be drawn when both its respective Statesmen are in play, the Senator affected is determined by a random DR.

1.05.2 DEATH CONSEQUENCES: Regardless of the cause of death, all markers (except the Faction Leader marker) are removed from the afflicted Senator's card. Unless the deceased was a Faction Leader or Statesman, his card is returned face down to the bottom of the Curia in the "Repopulating Rome" space, representing a rising family member of the deceased. A dead Faction Leader Family card always remains with his Faction unless he was killed as a caught Assassin (1.09.74) or in the resulting prosecution. A Statesman is permanently removed from play when he dies and any family card with him is placed in the "Repopulating Rome" space in the Curia.

1.05.3 FACTION ELIMINATION: Factions are not eliminated unless they have lost their last Senator as a result of trying an Assassination (1.09.84). If a Faction has no Senators left, that player may draw the top Senator card that does not match a played statesman in the Curia to use as his new Faction Leader. If there is none, he may sort through the deck until he finds one. Any cards held in the eliminated faction's hand are returned to the deck. The deck is then reshuffled.

1.06 REVENUE PHASE

1.06.1 PERSONAL REVENUE: Each Faction Leader collects three Talents and all other loyal *Aligned* Senators collect one apiece. This money, plus funds collected from Concessions, Governorships, and Knights, is dispensed by the Banker to each player. Although the money dispensed technically belongs to each Senator who earned it, game consequences are such that it makes no difference to which Senator(s) of a Faction the money is given at this point so the money need not be given out in the exact amounts earned by each Senator, but can be given as a lump sum to one or to the faction treasury. This money, in addition to existing talents may at this point be moved freely between senators and faction treasuries within a player's faction. The exception to this rule is that Rebel Senators may not transfer money to non-Rebel Senators or their faction treasuries. Money may be transferred to or from senators who are not in Rome.

1.06.11 FACTION TREASURY: Money allocated to the Faction Treasury is placed on the Sequence of Play/Faction Treasury card in front of each player. This is the only money that may be used to intervene in another Faction's Persuasion attempt. Money from the Faction Treasury may also be used to maintain Legions in the event of a revolt by a Senator of that Faction. Only money in the Faction Treasury is safe from loss due to death. Besides these previous exceptions, once money is placed in the faction treasury it is unavailable to the player until the next revenue phase.

1.06.12 NON-DISCLOSURE: The contents of Faction Treasuries are secret. Although others may view the pile of currency there, they are not entitled to an actual count of it. Personal Treasuries are open to inspection by other players.

1.06.13 KNIGHTS/CONCESSIONS: Each Senator collects from the Bank one Talent for each Knight on his card [plus he may selectively choose to generate revenue on each Concession he controls](#).

1.06.14 GOVERNORSHIP: Each Governor has the option to roll a die or dice (as indicated on his Province card after "Personal Income") to generate that number of Talents of Personal Revenue (above and beyond taxes paid the State) for his Province that turn. A Governor need not pay a negative Personal Income result, but the State must pay for negative amounts collected by both Personal and State Income rolls. A Governor need not collect Personal Revenue produced by his Province, but must make that decision before rolling to determine the amount. If he does collect Personal Income, flip the Term marker on his Province card as a reminder of his corrupt activities. A Governor who tries to collect Personal Revenue from his Province (regardless of result) is considered "corrupt" and subject to possible Prosecution or fines from the Calpurnian Law during the Senate Phase upon his return to Rome. When using the optional rules a Province in revolt (2.14.52) produces no state tax revenue, but is plundered by the rebel Governor who uses that revenue for his own purposes.

EXAMPLE: The Governor of undeveloped Further Spain rolls a "4" for State Income resulting in a loss to Rome of five Talents (-4 -1 =-5). His Personal Income dr of "2" results in net income of -1 (2 -3 =-1) but he need not pay any negative totals out of his own funds. Total bill to the State Treasury is six Talents.

1.06.15 REBEL MAINTENANCE: Any Senator in revolt must pay two Talents for every Legion/Fleet in his force (other than those Veterans owing him personal allegiance) or return the excess forces to the State Active boxes.

1.06.16 PROVINCE IMPROVEMENT: After collecting or declining to collect his Provincial Personal Income, the Governor of each undeveloped (gray) Province must make a dr to see if that Province has been "improved" by Roman control. Rebel governors do not roll for province development and vacant provinces are not eligible to be developed. If the dr is ≥ 6 , the Province card is flipped to its developed (pink) side. The new values listed thereon remain in effect for the rest of the game unless that Province is Overrun by a Barbarian Raid (1.07.352) or allies with a War card (see 2.14.411) and is subsequently conquered again by Rome in which case it returns to its undeveloped side. There is a +1 drm to the Improvement dr if the Governor did not attempt to gain Personal income from the Province that turn. A developed Province generates more income and is less susceptible to Revolt. The current Governor of a Province when it is developed earns three Influence.

1.06.161 BITHYNIA-PONTUS: The Province of Bithynia is an exception to the normal rules for Province improvement. Bithynia can also be improved to the new Province of Bithynia-Pontus by a Victory in the 3rd Mithridatic War. If that War is won before Bithynia is created, the undeveloped Province of Bithynia never occurs. Bithynia –Pontus may be improved in the normal way, and will revert to its undeveloped state if overrun by barbarians, or if conquered by a war card and reconquered by Rome, in the usual way.

1.06.2 STATE REVENUES: The Banker records all funds due the State and adjusts the "Revenue" markers on the State Treasury Track. The State receives 100 Talents Annual Revenue at the start of each Revenue Phase.

1.06.21 TAXES: If there are any active Provinces, each Governor rolls a die or dice (as indicated on that Province card after "State income") to determine the number of Talents in taxes paid to the State by his Province. In some cases, this can be a negative amount and results in the Treasury Track markers being reduced accordingly. The amount of taxes collected is recorded on the Treasury Track by the Banker. A Province in revolt or engaged in a Provincial War (1.14.4) produces no taxes for the State.

1.06.22 DEBITS & CONTRIBUTIONS: After adding the Annual Revenue and Provincial Taxes to the State Treasury, subtract 20 Talents for each active War/Revolt (even if Unprosecuted, or not printed on the card) and the appropriate amount for any Land Bills in effect. Deduct two Talents for maintenance of each existing Legion or Fleet not in rebellion. You cannot disband forces just by not paying maintenance. The Banker should advise all players whenever the State Treasury falls below 50 or 20 Talents of the danger of Bankruptcy (and immediate loss) to subsequent Natural Disaster/Evil Omens Event draws. Contributions may be made simultaneously as part of a conditional gift based on similar Contributions by other players and may be made before the state pays all its expenses. Any Senator (even those not in Rome) may contribute money to the State Treasury regardless of the level of the Treasury. In doing so, a Senator may gain one Influence for ten Talents, three Influence for 25 Talents, or seven Influence for 50 or more Talents. Excess Contributions do not accumulate credit for Influence gains in later turns. If unable to pay its obligations, the state is bankrupt and any declared rebel wins the game (1.12.4); otherwise, all players lose.

1.06.3 TRANSFERS: Players may now give money from their Faction Treasury and the Personal Treasuries of their own Senators to other players. Such exchange between players may be in payment for "services rendered" in any private or public agreement between the players (1.07.37). The Transfer Segment is the only time that currency can freely exchange hands in this manner. Even if a trade or purchase of an Intrigue card is arranged, and possession of the card changes hands, any payment of Talents must wait until this phase.

1.07 FORUM PHASE

1.07.1 PASSAGE OF TIME: Previous Event cards (except uncollected Bequests, unused Refugee, and an inactive Pretender) in the Forum are removed.

1.07.2 INITIATIVE: The HRAO player must take an Initiative DR. If he rolls a "7", he must make a TDR on the Random Events Table to determine which Event card he has drawn (1.07.35). Otherwise, he draws a card from the Forum deck. If the Forum deck is empty, which can only happen on the last turn of the game (1.12.1E), A player must still roll his initiative but does not get to draw a card. He may then make one Persuasion Attempt and one attempt to attract (or pressure; 1.07.51) a Knight. Then, he may either, appoint a different Senator of his Faction as his Faction Leader if he wishes or sponsor Games. A player need not have a Senator in Rome to take his regular Initiative.

1.07.21 BIDDING ON INITIATIVES: Once the HRAO has completed his Initiative sequence, the other players in clockwise order do likewise until all players have completed the sequence. Then any additional Initiatives needed to bring the total number for that turn to six are **publicly** auctioned off to the highest bidder and performed one at a time. Only those Senators currently in Rome may bid for an extra Initiative **with the winning bid coming from a single Personal Treasury**. However those bidding need not actually take the action (another senator in Rome could attract a knight). If nobody bids for an initiative, the HRAO takes it (even if that means he takes more than one).

1.07.3 CARDS: There are two classes of cards. Cards with black text are Forum cards and must be played face up in the Forum when they are drawn. Cards with red text are Intrigue cards and belong to the player who draws them. An Intrigue card must be held secretly in a player's possession until he chooses to play it in accordance with any restrictions pertaining to that card. A player may never start a new turn with more than five Intrigue cards (1.11.1).

1.07.31 SENATORS: There are two types of Senator Cards: Family (1.07.311) with black text and Statesmen (1.07.312) with Red Text. The number in the upper left is a Senator's Military rating representing his ability as a General/Admiral. The number in the upper right is the Oratory rating representing his political skills and voting power. The number in the lower left is his Loyalty rating measuring the degree of Allegiance to his current situation (see also 1.07.411). The number in the lower right is his Influence and serves as a fluctuating gauge of his prestige. This rating can be increased during the game by his public service or reduced by his misdeeds. A Senator's current Influence is noted by placement of the appropriate number markers in the lower right corner of his card. This number is always positive; a Senator can never have less than 0 Influence. The small number in the upper center of the card is the Senator ID Number that corresponds with a like-numbered Mortality Chit.

Senator cards also contain designated areas to record the Senator's Popularity, to note prior Consular experience whenever a Senator has been named Consul or Dictator, and to stack each Senator's personal Treasury (gold), or Knights (black) markers. If a Senator's Popularity is negative, it is recorded with a black number marker. Popularity may not go above 9 or below -9.

1.07.311 FAMILY SENATORS (black text cards): Senator Cards represent leading families in the Senate and are referred to as Family cards. Family cards have black text and their ratings are expressed on the right half of the card. New Family cards are added to a Faction only through Persuasion Attempts (see 1.07.4) and repopulating Rome (1.09.5). Having a particular Family card means a player has in his Faction the leading member of that family. Should that Senator die, his place is taken by the next leading member of that family who, if not a Faction Leader, leaves the current faction and goes to the bottom of the Curia. Family cards with an ID number in brackets "[]" include a prominent Statesman that may appear during play.

1.07.312 STATESMEN SENATORS: Senator Cards with an alpha-numeric ID and red text represent outstanding individual statesmen with special capabilities listed on the left side of their cards. Statesmen also have a date printed beneath their ID# approximating their lifespan (when known) or period of greatest prominence. Statesmen can enter play only at game start (1.04.27) or during the Revolution Phase (1.11.1) prior to Revolt declaration. A player can add his Statesman card to his Faction if either of the following exists:

- A. No opponent controls the related Family card. If the player already controls the related Family card, the Statesman is placed on top of it and takes over any current possessions, prior consul markers and Influence/Popularity ratings greater than his own. Any other printed ratings of the Statesman which are less than that of the Family card remain equal to the Statesman's printed rating. If the related Family card is currently unaligned in the Forum, the Statesman is placed over it and both cards are moved to that player's Faction. When the Statesman dies, the Family card is returned to the Curia (or remains in its Faction if the deceased had been a Faction leader) minus its possessions and temporary ratings.
- B. The Family card with the same ID# is not currently in play. If the matching Family card subsequently appears, it is placed beneath the Statesman until his death. It will then be returned to play as per A above. A Family card is considered not in play (and not controlled by a faction) if it is under a statesman, so a related statesman can be played in this case.

Most Statesmen may not enter play while a related Statesman (with the same numerical ID) is in play (see 1.05.11). If two statesmen with the same number are in play legally (25A/B or 29A/B) and the family card then appears, the family card is placed under the A statesmen of the pair. A player may not play one of these statesmen if the family card is in play with a different faction, unless the other faction of the pair is already in play (with the family card). If one of the pair dies, and the family card is with the other, the family card is moved to the surviving statesmen, even if the dead statesman was the faction leader.

Some Statesmen have two Loyalty ratings; a positive number or a 0 expressed as "#/0". Usually this means that if this Statesman resides in the same faction as the other Statesman specified on the card his loyalty is then a 0. This represents the fact that historically these two Statesmen did not get along and do not wish to be in the same faction. The sole exception is the Gracchus bothers (25A/B) that both desire to belong to the same faction. In this case the loyalty of 0 occurs when one bother belongs to a faction without his brother. This effect only occurs when both 25A and 25B are in play (otherwise their loyalty is the non-zero number).

1.07.32 CONCESSIONS: Concession cards represent economic considerations such as collecting taxes or distributing grain. The player who draws it from the deck owns a Concession. He may assign it to one of his Senators at game start or during a Revolution Phase (1.11.1) by placing it partially beneath that Senator's card. That Senator may then collect the number of Talents listed on that Concession during the Revenue Phase. [EXCEPTIONS: In the case of the Armaments/Shipbuilding concessions, the controlling Senator collects his profit immediately when new Legions/Fleets are formed. The Land Commission Concession produces income only when a Land Bill is in effect.] A Senator loses a Concession due to his death/exile, a successful Minor Prosecution (1.09.42), or due to certain Wars or Natural Disasters. Whenever a Senator dies or is convicted, his Concessions are returned to the Forum where they can be awarded to another Senator by Senate vote. However, if the Concession itself was destroyed by a War or Natural Disaster at the end of the forum phase, it is then returned to the Curia where an end-of-Forum Phase of "5" or "6" is necessary to move it to the Forum for reassignment.

1.07.33 WARS: When a War card with an Armaments symbol is drawn, that particular war or revolt has broken out. It usually remains in effect until the Senate defeats it. The numbers directly beneath the date represent its value in combat. The first number is the enemy's Land Strength that represents the value of his Army. The second number is the Fleet Support Number which indicates the number of Roman Fleets, if any, required to support the war; it never changes-regardless of the effects of Matching Wars. Fleets usually do not affect odds computation but must be present in at least the numbers specified for a War to be fought. The third number present on some War cards represents enemy Fleet Strength which must be defeated in a naval battle before conducting the land battle. Enemy Land and Fleet Strength can double, triple, or even quadruple in a Matching War (1.07.332). The alpha-numeric numbers in the bottom corners of the card determine automatic Disasters and Standoffs and are explained in the Combat section (1.10.21, 1.10.31).

1.07.331 INACTIVE WARS: All War cards without an Armaments symbol are Inactive Wars. Although they remain in the Forum when drawn, they are ignored until the Senate sends an Army or Fleet to attack them or they are activated by the Social War, their Leader, a matching War of the same type, or a Leader given Refuge. Place them in the "Inactive War" slots of the Forum until activated. Once activated, their status is changed by movement of the card to an Active War Forum slot. Each card lists how many "matching" wars will activate it by reminding players of the possibility of doubled, tripled, or quadrupled strength (see 1.07.332).

1.07.332 MATCHING WARS: Whenever two Wars of the same type are active (e.g., two Punic Wars or two Pirates) the Strength Numbers of each are doubled as long as the two remain active. If a third matching War is active, the Strength Numbers of all three are tripled. If all four Macedonian War cards are active at the same time, their strength is quadrupled. However, each War card is fought individually-not added to its related Wars. In these situations the Strength Numbers of the remaining related Wars are reduced again to tripled, doubled, or normal strength as their matching Wars are individually vanquished. Matching Wars are each considered a separate War contributing the effect of one separate War of the four required to defeat Rome. Rome may not attack the latter of any currently active Matching Wars unless she first prosecutes all earlier currently active and related Matching Wars.

EXAMPLE: Assume the 1st and 2nd Punic Wars are in the Forum. Rome need not defeat the 1st Punic War in order to attack the second, but she must attack it in the same turn she attacks the 2nd Punic War.

1.07.3321 TIME DELAY: Whenever a War or Revolt card is drawn from the deck that would match a face-up War or Revolt card already located in the Forum, the drawn card is placed face-down in an Inactive War slot for the remainder of the current turn and it does not multiply any active wars until it itself becomes active. If the face-up card is currently located in an Inactive War slot, it is immediately moved to an Active War slot; otherwise, face-up cards are not affected in any way. At the beginning of each new turn, before any other action is taken, all cards in Inactive War slots are turned face-up, and one card for each War or Revolt is moved to an Active War slot on the Forum. Face down wars can be attacked by the senate (just as if they were inactive), however the moment the Senate sends a force to attack the war it is instantly moved to the Active War column and begins to multiply war strengths. Wars should be selected for activation in chronological order (e.g. 1st Macedonian before 2nd Macedonian) whenever possible. An Inactive War and its Leader are instantly matched and activated; there is no delay. If a Leader is drawn that matches an Active War, the Leader is immediately placed on the Active War card - but no additional War cards are activated.

EXAMPLE: First Punic War begins the game face-up in an Inactive War slot. Second Punic War is drawn; it is placed face-down in an Inactive War slot, and the First Punic War is moved to an Active War slot. Third Punic War is drawn in the same turn; it is placed face-down in an Inactive War slot. The Hannibal Leader card is then drawn; it is immediately placed with the active First Punic War. At the start of Turn 2, Second Punic War is moved to an Active War slot, but Third Punic War remains Inactive until the start of Turn 3. If the Hamilcar Leader card is drawn during either turn, it would be placed with an active Punic War card. Third Punic War would remain Inactive.

1.07.333 PIRATES: Pirates have the impact of a Drought (see 1.07.353). As long as Pirates are present (even if inactive), Drought conditions continue and the Unrest Level is increased by one at the start of each Population Phase. If both Pirates cards are present, the Unrest Level is increased by two each Population Phase.

1.07.334 CONSEQUENCES: A War need not be fought immediately, but for each active War card in the Forum during the Revenue Phase, the state loses 20 Talents. If, at the end of any Combat Phase, there are four active Wars, the Republic collapses and all players lose. Inactive Wars do not count against the four-war limit or the revenue drain until activated. Any active War card in the Forum not containing a Legion marker at the end of the Combat Phase is moved to one of the three "Unprosecuted War" slots at the bottom of the Forum-until it ends a combat Phase with a Legion upon it. The Unrest Level increases by one for each Unprosecuted War during each Population Phase.

1.07.335 REVOLTS: A Revolt is the equal of a War for all purposes except that no Spoils of War are created by a defeated Revolt. Many Revolt cards are conditional; i.e., they are treated as Revolts if a named Province currently exists at the time of being drawn, but are treated as Wars of Events if it does not. Whenever the last War in a numbered series of Matching Wars is defeated, any previous War in that series is thereafter treated as a Revolt.

EXAMPLE: If the 3rd Punic War is defeated, the 1st and 2nd Punic Wars are considered Revolts.

1.07.34 LEADERS: Leader cards represent the appearance of a particularly able enemy commander. Their presence makes a war more difficult to prosecute. If, while a war is in effect, a matching Leader card is drawn (e.g., Hannibal is drawn while Punic Wars are in effect), the Land and Fleet Strength Number(s) of the current War(s) is increased by his value (after any relevant doubling or tripling for Matching Wars). If a Leader is drawn when none of its Matching Wars are currently in play, it is left on display in the Curia indicating that individual has reached prominence in his native land. At the end of each Forum Phase, an Aging dr must be made for each Leader in the Forum without a Matching War in play. If the dr is a "5" or "6", that Leader dies and is discarded. If a Leader is involved with a matching and it is defeated the leader is simply deactivated unless all of the Matching Wars associated with the leaders are removed from the deck and board, in which case the leader is discarded outright. The numbers in the bottom corners of the Leader card determine automatic Roman Disasters/Standoffs (1.10.21/1.10.31) directly attributable to the skill of the Leader and are added to those in effect for the War itself. Statesmen with "voids D/S" abilities only void the D/S associated with the wars not those of associated leaders.

1.07.341 CLEOPATRA: Cleopatra is a special Leader card that can be held in a player's hand as an Intrigue card. See the card text or the Card Manifest (7.10) in the back of this rulebook for more details on how this card is played.

1.07.35 EVENTS: Before taking his Initiative, each player must make a DR to see if he triggers a Random Event. If he rolls a "7", he must make a TDR on the Random Events Table and place the gray Event card corresponding to the TDR in play. If that Event card is already in play, it is flipped to its pink side. Events (with the exception of uncollected Bequests, unused Refuge, and an inactive Pretender) remain in effect only until the Forum Phase of the following Game Turn when they are removed and become eligible for reappearance. Except for Epidemics, Evil Omens, Droughts, manpower Shortages, Storms at Sea, and Mob Violence, any result matching that of a pink event already in play is treated as no further effect but nonetheless prevents the drawing of another Forum/Event card by that player.

Players should consult the card text or the Event Card Manifest (7.01) in the back of the rulebook for more information on how these events should be resolved.

1.07.36 INTRIGUE CARDS: Red cards (Statesmen, Concessions, and Intrigue) may be held secretly in a player's possession for play at his convenience. A player may show his red cards to whomever he chooses in hopes of encouraging an agreement or favorable action.

1.07.361 TRIBUNES: Tribunes may be used to initiate or veto proposals (see 1.09.15).

10.7.362 STATESMEN: Red Senator cards represent Statesmen of outstanding ability with special capabilities listed on their card (see 1.07.312).

1.07.363 LAWS: Law cards represent changes in the rules governing the Republic and play of the game. Once played, the rules affected apply to all subsequent play-not just the player of the card. Display played Law cards in the Law box rather than mixing them with the Discards. Law cards may be played anytime during the Senate Phase-even before elections. A player need not have a Senator present in Rome to play a Law card.

1.07.37 TRADE: Players may trade and/or give away only their *held (i.e., not yet played)* red cards-usually in exchange for certain favors. Players may show their cards, agree to the terms of trade, and even exchange cards at other times, but the traded cards cannot be played prior to the next Revolution Phase. If cards change hands outside the Revolution Phase, they must be placed beneath the board edge until the Revolution Phase as a reminder of their unplayable status. Any Talent payment as part of these trades must wait until the next Revenue Phase-even if the card is transferred immediately. Cards traded in this manor are still available for selection for an Influence Peddling card. In this case it must be returned to the hand prior to the random draw, and returned beneath the board edge immediately after, regardless of who holds it. Due to the volatile emotions such trades can create when the parties disagree over whether the terms of the trade have been honored, the following rules apply.

1.07.371 SECRET AGREEMENT: Players who discuss their deals in private have no recourse when a trade partner fails to honor the terms of any agreement. Such a betrayal is considered a legitimate game tactic and not a form of "cheating". Caveat Emptor.

1.07.372 OPEN TRADES: Players who discuss their bargain for all to hear can rely on the truthful testimony of the other players to enforce the provisions of any trade. If the majority agrees that the terms of the agreement were not fulfilled, the wronged party can rescind those aspects of the trade that are still being held (and are therefore retrievable). Virtually anything that does not circumvent the rules can be agreed to in such a deal, however offers to concede a particular Consulship to a co-Consul are never enforceable, nor is any deal involving an Assassination attempt, guaranteed Passage of any vote, or agreements to rebel or to remain loyal to Rome.

EXAMPLE: During the Senate Phase, X agrees in open discussion to give Y five Talents, a Tribune card, and a Concession in exchange for Y's promise that his Rome Consul will propose Julius for Censor and vote for his election. Y does as promised. However, the Rome Consul calls upon X to vote first for his own election whereas X wants to vote last to assure passage. The measure is defeated when player Z spends money to buy votes to defeat it. X protests that the bargain was not kept, but the other players agree with Y that nothing was said about a specific voting order and the trade stands. Y keeps the cards and is entitled to five Talents from X during the next Revenue Phase. X gets nothing except heartburn.

1.07.4 PERSUASION ATTEMPTS: A Senator in Rome may attempt to persuade an unaligned Senator in the Forum or an already Aligned Senator also in Rome to join his own Faction.

1.07.41 RESOLUTION: The Senator making the Persuasion Attempt adds his Oratory and Influence and subtracts from this sum the target Senator's Loyalty rating. The resulting Base Number, which may be modified in the ways outlined below, is then compared to a DR. If the DR is \leq the Base Number, the Persuasion Attempt succeeds and the target Senator joins the Faction of the Senator making the Persuasion Attempt. If the original (pre evil omen) DR is ≥ 10 or if the modified DR is $>$ the Base Number the Persuasion Attempt fails and the target Senator remains either uncommitted or aligned to his current Faction as the case may be.

1.07.411 LOYALTY: If the target Senator is already Aligned, seven is added to his Loyalty rating. Opposed statesmen also get the +7 for being aligned. Some statesmen appose others who do not oppose them back. The number of Talents in the Personal Treasury of the target Senator, whether Aligned or not, is added to his Loyalty rating. If two Statesmen who opposed each other historically belong to the same Faction the Loyalty rating of both is reduced to "0" until one leaves the Faction. A player may voluntarily abandon such a Statesman by placing his card in the Forum provided he does not do so during an announced Persuasion Attempt. In this case all his influence, popularity, concessions, etc. and the family card, if present, go with him.

1.07.412 BRIBES: The Senator making the Persuasion Attempt may spend money from his Personal Treasury to aid the Persuasion Attempt. Each Talent spent adds one to the Base Number. This money is paid into the Personal Treasury of the target Senator at the end of the attempt, regardless of the outcome.

1.07.413 COUNTER-BRIBES: All players may interfere in a Persuasion Attempt made against a Senator by spending money from their Faction Treasuries to resist (not aid) the Persuasion Attempt. Each Talent thus spent subtracts one from the Base Number. This money is paid into the Personal Treasury of the target Senator at the end of the attempt, regardless of the outcome. If an Unopposed Persuasion Attempt is called for this type of interference is not allowed and the target Senator must defend strictly with his Loyalty rating and Personal Treasury.

1.07.414 BIDDING: The Senator making the Persuasion Attempt announces his target and the initial Base Number, which may already reflect money irrevocably spent from his Personal Treasury. Play then moves clockwise around the table, and each player in turn announces the Talents, if any, he is irrevocably spending from his Faction Treasury to resist the Persuasion Attempt. The player making the Persuasion Attempt may then either make a DR at the present Base Number or irrevocably spend more Talents, with bidding moving around the table again. This cycle of bidding continues until all players stop spending money or the Persuader accepts the current Base Number. Money thus spent should be initially placed on the table in front of a player's Faction (the Banker making change as necessary) and transferred to the target Senator's card only after the Persuasion Attempt is resolved.

EXAMPLE: Fabius wishes to make a persuasion Attempt against Claudius, who is an uncommitted Senator in the Forum. Fabius adds his Oratory and Influence ratings and gets a sum of seven, from which he subtracts Claudius' Loyalty rating of "7" to produce a Base Number of "0". Fabius spends nine Talents from his Personal Treasury to bring the Base Number up to "9". Play then moves around the table, and the other players spend a total of eight Talents from their collective Faction Treasuries to lower the Base Number to "1". Fabius responds by spending the seven Talents remaining in his Personal Treasury to raise the Base Number to "8". Play revolves around the table again, but this time the other players are unwilling or unable to spend any more money so the final Base Number is "8". Fabius rolls a "9" which is not \leq "8", so the Persuasion Attempt fails and Claudius remains uncommitted. All the money spent on the Persuasion Attempt is placed in Claudius' Personal Treasury, making him both more attractive and harder to get, since the 24 Talents now in his Personal Treasury are automatically added to his Loyalty rating in any future Persuasion Attempts.

1.07.5 KNIGHTS: A player may attempt to attract one Knight per Initiative to one of his Aligned Senators in Rome by paying zero to six Talents from that Senator's Personal Treasury and rolling a die. If the sum of the die roll and the number of Talents paid is ≥ 6 , a Knight is attracted and that Senator places a Knight marker on his card indicating the total number of Knights he controls. There is no limit to the number of Knights that may eventually be controlled by a Senator. For each Knight a Senator attracts he gains an extra vote in the Senate and an extra Talent of income during the Revenue Phase (unless he is in Revolt).

1.07.51 PRESSURING KNIGHTS: During his Initiative a player, instead of rolling to attract a Knight, may opt to pressure those he has for contributions and in so doing loses their support. He announces how many of his Knights he will pressure, returns them to the Bank, and rolls a die for each to determine the amount of Talents gained. This money must be added to the controlling Senator's Personal Treasury.

1.07.5 GAMES: Sponsoring Games allows a Senator to increase his Popularity while lowering the Unrest Level of the populace. The player pays the required cost of the type of Games he wishes to sponsor as listed on the Games Table from the Senator's Personal Treasury and then adjusts his Popularity by placing an appropriately numbered marker on his card in the Popularity space. The Senator need not be in Rome to sponsor games.

1.07.6 CHANGE FACTION LEADER: Now is the only time you can switch or appoint a Faction Leader. You may either Sponsor Games (1.07.5) OR change your faction leadership (not both). Faction Leaders are immune to Persuasion Attempts.

1.08 POPULATION PHASE

1.08.1 UNREST: The Unrest Level represents the degree of dissatisfaction of the populace with the government. The Unrest Level starts at "0". At the start of each Population Phase it is increased by one for each Pirate (whether active or not), Drought, or Unprosecuted War present in the Forum. If a Pirate War is active and Unprosecuted it would add two to the Unrest Level. The Unrest Level is also increased by one whenever Rome suffers a Disaster in battle (even a naval battle) and by two whenever Rome suffers a Defeat. It is lowered immediately by Victory in War (including naval battles), sponsoring games, or passing Land Bills. There is no limit to how high the Unrest Level can go, but it can never go lower than 0. To show an Unrest Level higher than 9, add a 10 Talent piece next to the Unrest Level marker.

EXAMPLE: +20 would be shown by a 20 Talent piece next to the Unrest Level marker on the "0" space.

1.08.2 STATE OF THE REPUBLIC: The HRAO gives a State of the Republic speech by making a TDR, subtracting the Unrest Level, and adding his Popularity. The resultant sum is found on the Population Table to determine the result. The numbers on the Population Table indicate the amount the Unrest Level is to be immediately increased or decreased. A result of "NR" (No Recruitment) prohibits the formation of new Legions/Fleets this Game Turn. "MS" (Manpower Shortage) has the same effect as the Event card and is cumulative with any currently in the Forum. "Mob" results in an assault on the Senate by an outraged mob which is resolved by drawing six Mortality Chits to check among those currently in Rome to determine the Senators killed. "People Revolt" results in an overthrow of the Senatorial government and defeat for all players if no Civil War exists. If one player is currently in revolt, he wins (barring loss due to four Wars; 1.12.4). "Manpower Shortage" or "No Recruiting" results should be recorded with the appropriate marker on the Population Table display until the next Population Phase.

1.09 SENATE PHASE

1.09.1 HOW THE SENATE PHASE WORKS: In the Senate Phase various elections and proposals will be put forth and voted upon by the factions and awarded to various senators. This is the heart of Republic of Rome. The Senate is convened the moment the State of the Republic dice are thrown, however if the results cause the People to Revolt and all the players to lose there is no Senate Phase.

1.09.11 HIGHEST RANKING AVAILABLE OFFICIAL (HRAO): The HRAO is the highest ranking official in Rome. The order of precedence of officials is listed on their office marker and is as follows: 1. Dictator, 2. Rome Consul, 3. Field Consul, 4. Censor, 5. Master of Horse, 6. Pontifex Maximus. If none of these officials is available due to death or absence from Rome, the Senator with the most Influence opens the meeting (using Oratory ratings to break ties). All Senators in Rome (i.e., everyone except Governors, Proconsuls (1.10.7), Exiles, Captives and rebel Senators) must attend the Senate meeting.

1.09.12 PRESIDING MAGISTRATE: The HRAO is the Presiding Magistrate until the [election/appointment](#) of a new Rome Consul or Dictator. The Presiding Magistrate has complete control over the procedures of the Senate and with the exception of Prosecutions (see 1.09.41) conducts all business. He may recognize Senators in any order he wishes and may call for the votes of each Faction in any order. He alone makes nominations and proposals without the use of a Tribune card, and he may break off discussion on any proposal by calling for an immediate vote. Any player who ignores his demand for an immediate vote is considered to have abstained and loses his right to vote on that proposal. After all elections (including Governors) and Prosecutions, he may close the meeting at any time there is no unresolved proposal on the floor by stating "the Senate is adjourned".

1.09.13 PROPOSALS: Only the Presiding Magistrate may nominate candidates and make proposals without using a Tribune (1.09.15), although he may accept suggestions from other players.

1.09.131 PROPOSAL ALTERATION: Defeated proposals may not be introduced again in the same Senate Phase without significant change. If, for example, a proposal to assign Fabius eight Legions fails, a proposal to assign Fabius seven Legions or Claudius eight Legions may be put forward. In contrast, Concessions and Consul For Life proposals can only be voted upon once per year.

1.09.14 VOTING: After announcing the proposal, the Presiding Magistrate chooses a Faction to vote first. That Faction must vote, abstain, or use a Tribune to cancel the vote. After that Faction votes or abstains, the Presiding Magistrate selects another Faction to vote and the process is repeated until all Factions have had an opportunity to vote or the proposal is vetoed. The voting procedure of the Senate is the same for all business requiring a vote except that abstaining is not allowed during the passage/repeal of a Land Bill. Any player refusing to vote on a Land Bill when prompted is considered to have voted against it or for its repeal.

1.09.141 VOTES: Each Senator in Rome controls votes equal to his Oratory plus the number of Knights he controls. However, he may temporarily increase his votes for any particular proposal by buying them. For each Talent he pays out of his Personal Treasury (back to the Bank) he receives one extra vote for that round of voting. Players should keep a running tally of the total current votes (less bribes and Senators away from Rome) of each Faction displayed with the number markers in their Faction Treasury.

1.09.142 BLOCK VOTES: All the Senators in a Faction need not vote alike, though they usually will. Once a Senator (or entire Faction) declares his vote he may not change it, nor play a Tribune to cancel the vote.

1.09.143 PASSAGE: A simple majority (> 50%) of votes cast is required to pass any measure.

1.09.144 LOSS OF INFLUENCE: Whenever the Presiding Magistrate makes a nomination or major proposal which is defeated by unanimous vote of all Senators in Rome controlled by the other players, he loses one Influence (down to a minimum of 0) unless he steps down as Presiding Magistrate and hands conduct of the meeting over to the next HRAO. The senator stepping down retains his office, but is not available to be the presiding Magistrate at any further point in the turn. Therefore any reference to the HRAO does not include this senator.

1.09.15 TRIBUNES: Tribune cards may be played during the Senate Phase to veto or initiate proposals/nominations. Once used, they are discarded.

1.09.151 PROPOSE USING A TRIBUNE Other Senators may force proposals to a vote only by using a Tribune. The proposal must still meet the sequential requirements of the Senate Phase (e.g. You may not propose to recruit legions before the Censor has been elected). This may be done any time there is no proposal already on the floor, or it can be played during a current proposal with or without specifying intent so as to establish that player's right to make the next proposal. A Tribune can also be played immediately after the Presiding Magistrate adjourns the meeting to force its continuation to consider the Tribune's Proposal. Some Statesmen have the capability of playing an inherent Tribune each turn without actually playing a card. A Prosecution is not considered a proposal and is therefore not eligible to be proposed (though they may be vetoed).

1.09.152 VETO USING A TRIBUNE: A Tribune may be used prior to or during the owning Faction's turn to vote to stop any vote from being taken, whether it is an election, Prosecution, or other proposal [EXCEPTIONS: Consul for Life, Prosecutions of Assassins, the proposals of a Dictator, and the last eligible candidate for any office cannot be vetoed]. The Senator playing the Tribune announces "Veto", and the vote is cancelled-even if it already had sufficient affirmative votes declared for passage. The slate of candidates in a vetoed election may not be nominated again in the same year, nor may the Accused in a vetoed Prosecution be prosecuted again that year. Any vetoed proposal may not be introduced again in that Senate Phase.

1.09.16 DEATH OF THE PM: If the Presiding Magistrate dies as a result of an assassination or prosecution, the next HRAO becomes Presiding Magistrate.

1.09.17 PROPOSAL IMPLIMENTATION TIMING: A proposal is implemented as soon as the last faction votes on it (and the proposal passes). No cards can be played or actions occur between the time the last faction votes and the proposal is implemented. In other words, the passage of a proposal coincides with the implementation of that proposal. (Example: a senator could not be assassinated after he is elected governor since he is considered to be in his province as soon as the last vote on the passing proposal is cast).

1.09.18 PROHIBITIONS: The Senate may not vote to alter the rules. For example, the Senate may not vote funds to run Games on ensuing turns, or force a Senator to make a contribution, or a Censor to prosecute someone. These are matters of individual initiative that cannot be decided by majority vote.

1.09181 RESIGN: A Senator elected to an office may not resign his office.

1.09.19 ORDER OF THE SENATE PHASE: During every senate session the Senate must elect eligible senators to fill specific posts in a certain order. This order may not be deviated from. Certain types of proposals (they must be the same type) may also be grouped together in order to speed play, while others may not. Consult the chart below:

Sequence	May Be Combined?	Proposal/Nomination
1	-	A Set of Consuls (must be made in pair) (1.09.2)
2	-	Dictator (if requirements are met) (1.09.3)
3	-	Pontifex Maximus (optional rule) (2.1.1)
4	-	Censor (candidate must hold a prior consul marker) (1.09.4)
5	No	Prosecutions (1.09.41)
6	Yes	Governor Assignments for Unfilled Provinces (1.09.5)
After 6	Yes	Concession Assignments (1.09.61)
After 6	No	Proposing or Revoking Land Bills (1.09.62)
After 6	Yes	Recruit Legions / Build Fleets (1.09.63)
After 6	Yes	Deploy/Recall – Order sent must be Dictator, FC, RC or combined (1.09.64)
After 5	Yes	Recall of Governors – May combined with sequence 6 (1.09.52)
After 6	-	Removal of Pontifex Maximus (optional rule) (2.1.07)
After 6	No	Recall of Exile (1.09.433)
After 1	-	Nomination for Consul For Life – Not during Prosecutions (1.09.82)
Anytime	Yes	Minor Motions (1.09.84)
Anytime	-	Laws – no proposals / no voting – just play it (1.07.536)

1.09.2 CONSULS: The first act of any Presiding Magistrate must be to conduct elections for new Consuls from among the ranks of Aligned Senators. He must nominate candidates in pairs. Any pair of candidates that is defeated may not be nominated again that turn as the same pair, but the individuals making up the defeated pair may be nominated again as part of a new pair. Candidates are elected or defeated as a pair; one cannot be elected while the other is defeated in the same vote. ~~A Senator may not hold two offices simultaneously, but the current Censor may be elected Consul with the understanding that he will not continue to serve as Censor. To be nominated, a Senator must be in Rome and not hold any office except Censor. A Senator may not decline a nomination although he may vote against himself.~~

1.09.21 AUTOMATIC ELECTION: Nominations continue until two Consuls are elected or until only one possible pair of candidates remains, in which case this final pair is elected. ~~This prevents outgoing Consuls from nominating themselves as incoming Consuls. A Dictator and Master of the Horse are always eligible for Consul, as those offices expire immediately upon the election of the Consuls.~~

1.09.23 ROME/FIELD CONSUL: The newly elected Consuls decide amongst them who will be Rome Consul. If they cannot agree, each makes a DR with the high roller gaining choice of office. Place the appropriate Consul markers on their respective cards and immediately increase their Influence by five. This Influence gain (like most Influence gains for taking office) is not lost when the Senator ceases to be Consul but is his to keep until lost by some form of misdeed. The new Rome Consul becomes Presiding Magistrate and takes over conduct of the meeting. The prior Consuls place a "Consular Experience" marker in the "Prior Consul" box of their card.

1.09.3 DICTATOR: Immediately after the Consular election the Consuls may choose to appoint or the Presiding Magistrate may nominate a Dictator only if Rome is currently facing three or more Active Wars or one with a **combined land and fleet** strength ≥ 20 . If no Proconsuls exist from the previous year, this is the only way the Republic can prosecute three wars at once. ~~To be eligible for election or appointment, a Senator must be aligned, in Rome, and may not hold any office except Censor. A Senator may not decline a nomination although he may vote against himself.~~ The **appointed/elected** Senator takes the Dictator marker and a Prior Consul marker, increases his Influence by seven, and appoints any aligned Senator **in Rome** of his choice not already holding an office his Master of Horse. That Senator takes the Master of Horse marker and increases his Influence by three. A Senator may refuse neither the Dictator nor the Master of the Horse offices.

1.09.31 AUTOMATIC APPOINTMENT: After the Consular elections but before Prosecutions, the Consuls, acting together, may appoint any **eligible** Senator on whom they can agree, Dictator. If there is only one Consul present because the other has been assassinated, he may act alone to appoint a Dictator. This action may not be vetoed with a tribune.

1.09.32 DICTATOR ELECTION If the Consuls cannot agree ~~or a sole Consul does not wish~~ to appoint a Dictator, the Senate may immediately elect a Dictator if the HRAO calls for such elections (which may be vetoed). ~~A Dictator may also be proposed via the use of a Tribune at this time.~~

1.09.33 TERM: The new Dictator becomes Presiding Magistrate. His proposals cannot be vetoed, though all proposals must still be voted upon normally. The term of the Dictator (and his Master of Horse) lasts until the Senate Phase of the next Game Turn, when he must hold the consular elections and surrender his office (unless already in revolt), although he may be immediately appointed/elected again.

1.09.34 MASTER OF HORSE: Whenever the Dictator commands an army/fleet he is accompanied by his Master of Horse. The Dictator's Military rating for any combat is the sum of his Military rating and that of his Master of Horse. The Master of Horse must accompany the Dictator on any Campaigns and cannot act independently of the Dictator, **unless the Dictator dies in combat** or possibly remain loyal if the Dictator Revolts. If victorious in a war, the Dictator receives the usual increase in his Influence/Popularity (1.10.4) and the Master of Horse gets nothing. If the Dictator is defeated, the Master of Horse is killed along with him. The Master of Horse can also be killed by a Mortality Chit draw during a Battle result (1.10.8). The Master of Horse also adds to the Commander's Military rating in a Naval battle (reflecting the greater efficiency of a unified command), but cannot be used to nullify a Disaster/Standoff result in any battle (1.10.21/1.10.31).

1.09.4 CENSOR: Immediately after election of the new consuls, the Presiding Magistrate conducts elections for Censor. Candidates must have a prior Consul marker and be an aligned Senator in Rome. The Censor may succeed himself. If only one eligible Candidate of Consular experience is available (as usually happens on the first turn), he is elected automatically. If there are no Senators with Consular experience present in the Senate and free of other offices, the election for Censor is temporarily thrown open to all aligned Senators in Rome.

Each time a Censor is elected, the Censor marker is placed on that Senator's card and his Influence increases by five. The Presiding Magistrate now turns the conduct of the meeting over to the Censor temporarily to conduct any Prosecutions. During the prosecution, the Censor becomes the Presiding Magistrate. If he suffers a unanimous defeat, he may either lose the required influence, or hand control of the meeting back to the HRAO and become unavailable to be Presiding Magistrate for the rest of the turn.

1.09.41 PROSECUTIONS: The Censor either declares no Prosecutions and returns conduct of the meeting to the Presiding Magistrate or announces a Prosecution. He may conduct up to two Minor or one Major Prosecution each turn in addition to any special Prosecutions of Assassins. During Prosecutions, the Censor is the Presiding Magistrate and conducts all voting. If the majority of votes are against conviction, the Accused goes free and may not be prosecuted again this Game Turn for the same office, Concession, or Assassination attempt. During a Prosecution, the Accused receives additional votes equal to his Influence. Only senators in Rome may be prosecuted. If the Censor dies as a result of an assassination while the prosecutions are ongoing, all unresolved prosecutions fail and control of the meeting returns to the HRAO.

1.09.411 PROSECUTOR: The Censor must appoint another consenting senator to be Prosecutor for each Prosecution. The Prosecutor can be any senator in Rome, provided it is not the Censor or the Accused. Other senators that hold a major office are also eligible. If successful in his Prosecution (either by conviction, death or exile), the Prosecutor gains any Prior Consul marker of the defendant plus half (fractions rounded up) of any Influence lost (either through conviction or death) by the defendant due to the Prosecution.

1.09.42 MINOR PROSECUTIONS: To be eligible for a minor prosecution the Accused must fulfill one of the following conditions:

- A. Any Senator elected into a major office in the prior turn **or a Senator who held a lifetime office for the entire previous turn**. The eligible offices are Dictator, Master of Horse, Consul, Proconsul, Censor, and Pontifex Maximus.
- B. Collected income from a Concession this revenue phase.
- C. Collected income from the Armaments or Ship Building Concessions in the previous Senate Phase.
- D. A Governor who has returned to Rome since the last prosecutions were held and only if he collected personal income from his province during his tenure (corrupt).

If convicted, the Accused loses 5 Popularity (which can become negative) and 5 Influence (to a minimum of 0) as well as any Prior Consul marker, and must return all of his Concessions to the Forum.

1.09.43 MAJOR PROSECUTIONS: To be eligible for a **major** prosecution the Accused must have been elected to a Major office in the prior turn. The eligible offices are Dictator, Master of Horse, Consul, Proconsul, Censor, and Pontifex Maximus. If convicted, the Accused is executed unless he has already gone into exile.

1.09.431 EXILE: Any **Statesmen** undergoing a Major Prosecution may, during his Faction's turn to vote, go into voluntary exile instead of voting. He may make a Popular Appeal before deciding to vote or flee. Once he votes, however, the option to go into exile is lost. A Statesman in exile loses all income except that presently in his Personal Treasury, which is frozen until recalled. He may not receive or give money from his Personal Treasury. He may retain any Knights and Legion Allegiance markers pending his recall but may not vote nor receive income while in exile. He loses all Prior Consul markers, Concessions, Priesthoods, positive (not negative) Popularity, and Influence except that printed on his card.

1.09.432 LIFE IN EXILE: A Statesman in exile is marked with an Exile marker in his Prior Consul space that signifies his absence from Rome. He has no effect until recalled except to fulfill death requirements of a Mortality Chit draw or Foreign Epidemic. The Family card of a Statesman in exile is treated as if the Statesman had died (1.05.2) except that a Mortality Chit draw during the Mortality Phase must be diced for to determine whether it effects the Statesman in exile or the Family card if the Family card remains in play.

1.09.433 RECALL FROM EXILE: A Statesman may return from exile only by vote of the Senate. If recalled, he returns to the Forum unless his Family card is currently aligned with a Faction in which case he replaces it normally (1.07.312A) or in the case of the Licinii/Grachii joins the Faction of his related Statesman (1.05.11). However, the Faction that cast the most votes for his recall may make one immediate Unopposed Persuasion Attempt and control him by rolling \leq his Loyalty rating. If successful, he and his Family card are controlled by that Faction, even if that family card was part of another faction and even if it was a leader of a faction.

1.09.44 POPULAR APPEAL: A Senator Accused in a Prosecution may, when his Faction is called upon to vote, appeal to the people by making a DR, adding the result to his Popularity, and finding the sum on the Popular Appeal Table. All positive votes gained are considered votes "against" the proposal; all negative votes are considered votes "for" the proposal. The player rolling must add the results of the roll to his vote. "Accused Killed" means the populace is so disgusted by the self-serving rhetoric of the Accused that they kill him themselves. If the Accused is killed in this way, the prosecutor still gains his Prior Consul marker (if any) and half of his influence, as usual. Conversely, a result of "Accused Freed" ends the Prosecution with an acquittal and a drawing of one Mortality chit for each number by which the modified DR exceeds 11 to see if either the Censor and/or the Prosecutor (the only two vulnerable to the chit draw) is killed by a mob enraged over this obvious frame-up. A Senator who makes a Popular Appeal and is not killed as a result may still go into exile or play a Tribune to veto the Prosecution after discovering the result of his appeal.

1.09.45 TRIBUNES DURING PROSECUTIONS: A Tribune may be played by anyone to veto the prosecution. The vetoed Prosecution still counts towards the Censor's total allowed Prosecutions for that Game Turn. A Prosecution is not considered to be a proposal and therefore cannot be proposed with a tribune.

1.09.46 END OF PROSECUTIONS: Upon completion of his Prosecutions, the Censor turns the meeting back to the HRAO.

1.09.5 GOVERNORSHIPS: When a Province is created, place its card in the Forum. Each Province in the Forum has a Governorship that the Senate must fill from among its membership during the next Senate Phase. Elections for all open Governorships are conducted immediately after Prosecutions and before conducting other business. Elections continue until a Governor is selected or there is only one eligible candidate remaining. When a Governor is elected, the Province card is placed on his Senator card, and he must leave Rome immediately without participating in any remaining Senate votes. Elections for multiple Governorships may be held simultaneously, as with Consular elections, so that Governors will be elected (or rejected) in tandem and depart at the same time, but no other proposal may be added to the same vote. A Governor can hold no other major office.

1.09.51 TERM: All Governorships are for a period of three years. Place a Term marker in the Term box of the Governor card and reduce it by one at the end of each Revenue Phase. When the marker moves off the Term Track, the Governor returns to Rome (unless he has previously declared himself in revolt). He may not be re-elected to that or another Governorship without his consent during the turn of his return. Likewise a newly recalled Governor (1.09.52) may **not** be sent out again on the same turn he was recalled without his consent.

1.09.52 RECALL: During the term of his Governorship, a Senator is absent from Rome and cannot attend Senate meetings (and vote). A Governor may be recalled immediately by electing a new Governor, provided the recalled governor was not elected this same turn. The replacement governor inherits the province with the term marker reset for three years. Recalls of Governors may be grouped with the election of new governors to unassigned provinces.

1.09.53 UNALIGNED GOVERNORS: An unaligned Senator in the Forum may be elected Governor, but this removes him from the Forum and makes him immune to Persuasion Attempts until his return to Rome when he is again placed in the Forum. An unaligned Governor collects taxes for the state but does not engage in personal plundering of his Province.

1.09.54 VACANT PROVINCES: A Province without a Governor does not generate or lose money for the state, nor can it be developed without a Governor. Therefore, a new Province never checks for Revenue during its first turn of existence because it has no Governor during that Revenue Phase. However, a Field Consul who revolts after collecting a Bequest may immediately assume the privileges of Governor and thereby collect all Personal and State taxes of that Province (as well as Local taxes in the Advanced Game; 2.2.2) in addition to retaining those Legions of his command with allegiance to him (1.11.36; 1.10.51).

1.09.6 OTHER BUSINESS: The Presiding Magistrate may now conduct other business by proposing whatever motions he wishes. Other Senators may place motions on the floor only by playing a Tribune, although the Presiding Magistrate may sponsor their suggestions if he wishes. The Presiding Magistrate, regardless of who makes the Proposal, always conducts the voting. Each proposal may address only kind of proposal at a time. For example, a proposal could not group a Land Bill with a Concession vote to increase the chances of passage. The Presiding Magistrate may close the meeting whenever he chooses, as long as there is no unresolved motion on the floor. He simply states the "Senate is adjourned" and thereby ends the opportunity for Assassinations. The closing of the senate cannot be vetoed, however a tribune can be used to introduce a proposal and reopen the senate immediately after it is closed.

1.09.61 CONCESSIONS: Attempts to assign Concessions present in the Forum may be made by proposing a specific Concession (or group of Concessions) be assigned to one (or more) specific Senator(s) present at the meeting. Group proposals may be made assigning different Concessions to different Senators to increase voting support. If a proposal to assign a concession fails (whether singly or as part of a group), that Concession card(s) is flipped over to indicate that it may not be proposed again during that Game Turn. There is no limit to the number of Concessions a Senator may control. The Land Commission Concession may only be assigned if a Land Bill is in effect; once assigned it must be returned to the Forum if there are no Land Bills in effect at the end of a Senate Phase.

1.09.611 DESTROYED CONCESSIONS: Concessions currently in play are destroyed only under the following circumstances.

- A. During the end of the Forum Phase of each turn of the Gladiator Slave Revolt and Second Punic War, a dr is made to determine which area of Italy is being laid waste and consequently which Tax Farmer Concession has been destroyed. If Spartacus or Hannibal is also present, a second dr is made each turn to determine further possible Tax Farmer losses.
- B. Grain Concessions are destroyed when the Sicilian or Alexandrian Revolt/War occurs.
- C. Other Concessions may be destroyed by the required subsequent dr of a Natural Disaster Event.

When a Concession is destroyed, it is placed facedown in the Concession space of the Curia. At the end of each subsequent Forum Phase, the HRAO makes a dr for each destroyed Concession, returning those for which he rolls a "5" or "6" face-up to the Forum. These Concessions, like dead Senators, may be assigned again in a subsequent Senate Phase.

1.09.62 LAND BILLS: The Senate can improve the Unrest Level by passing Land Bills. Three kinds are available; Type I is a one-year, single payment measure, while Types II and III are permanent measures requiring yearly payments of five and ten Talents but lowering the Unrest Level only during the year of their passage. A Land Bill proposal must name two consenting Senators as sponsor and co-sponsor. If the Land Bill passes, the Unrest Level is lowered and the Popularity of the sponsor and co-sponsor is raised as indicated on the Land Bill Table. Place the appropriate Land Bill marker in the applicable Display box of the State Treasury as a reminder of funds owed by the State during the Revenue Phase. Regardless of the outcome, any Senator who votes against a Land Bill lowers his Popularity as indicated on the Land Bill Table. However, a Senator who vetoes a Land Bill with a Tribune is not so penalized. The Senate may propose no more than one Land Bill of each Type each Game Turn. The number of Land Bills that may be in effect at one time is limited by the number of such markers available.

1.09.621 REPEALS: The Senate may attempt to repeal a Type II or III Land Bill. The Senator who volunteers to sponsor the repeal of a Land Bill must have Popularity \geq the amount he will lose by sponsoring and voting for the repeal. The sponsor lowers his Popularity as indicated on the Land Bill Table and must vote for that repeal. If the repeal passes, the Unrest Level is raised as indicated on the Land Bill Table. Regardless of whether the repeal passes or not, Senators who vote for the repeal lower their Popularity accordingly. Only one Land Bill repeal may be attempted per turn.

1.09.622 PAYMENT: Payment for Land Bills is made during the Revenue Phase by subtracting the costs of any current Land Bills from the State Treasury. Remove the Type I Land Bill marker after payment is made.

1.09.623 ASSASSINATION FOR LANDBILL: Whenever both the Sponsor and Co-Sponsor of a Land Bill are from the same Faction, they risk assassination (1.09.7). Anytime prior to the end of the vote on the Land Bill, one Senator may attempt an Assassination of either the Sponsor or Co-Sponsor by rolling on the Assassination Table. If caught, that Senator is killed. However, there are no further consequences to his Faction as would normally accrue due to a caught Assassin (1.09.74). Regardless of the outcome, the vote on the Land Bill continues.

1.09.63 RECRUITMENT OF FORCES: The Senate may vote to raise or disband forces. The maximum number of Legions/Fleets the Republic may raise is 25 of each (including rebel legions). A legion/fleet cannot be disbanded and rebuilt in the same senate phase. The number to be raised must be specified in the original proposal, but the use to which they will be put and the Senator (who must be a Consul, Dictator, or Proconsul [or Governor in command of a Garrison in the Advanced Game]) who will command them may not be. Theater and commander must be the subject of subsequent proposals. Forces raised are placed in Italy (in the Active box). The State Treasury must immediately pay ten Talents for each new unit raised. The Senate may also vote disband units [located in Rome](#).

1.09.64 DEPLOYMENT OF FORCES: The Senate may send a leader and forces to attack any available war, active or inactive. The Senate may not send a force to fight a War unless it is supported by the number of Fleets required by that War card. Multiple forces may even be sent against the same war (1.09.644).

1.09.641 MILITARY COMMAND: When a measure to send a force away passes, those units are placed on that War card and their Commander is immediately absent from Rome. The Dictator (if alive) must be sent to prosecute a War, followed by the Field Consul and then the Rome Consul can be sent. These proposals may be made separately or in a package. To Passage of any measure sending the HRAO to War ends the Senate Phase [thus to send the Dictator and the Field Consul with/without the Rome Consul\(s\) would require a package proposal](#). Consequently, a player wishing to enact some other proposal during that Senate Phase may play a Tribune card before or during his turn to vote on sending the HRAO away-not as a veto, but as a measure to suspend the vote until after his proposal has been acted upon.

1.09.642 MINIMUM FORCE: The Senate may not send a Senator to fight a War without his consent unless the combined strength of his force (including his military rating) is \geq that of the War and any applicable Leader. If as a result of losses sustained in a previous turn, a Proconsul's force falls beneath that of the opposing War, he has no such right of refusal and must attack again the following turn unless he has no Legions or insufficient Fleets in which case he is automatically recalled [when the Senate phase ends](#). The Senate may not recall Legions from a Proconsul that will reduce the strength of his force to less than that of his War and any applicable Leaders without his consent.

1.09.643 RECALL: The Senate may vote to recall or replace any Commander who was not victorious during the previous Combat Phase. He returns to Rome immediately and his forces are placed in the Active box unless a replacement Commander is sent to take his place as part of the Recall. The Senate may also recall part of the a force to Rome, leaving the rest with it's commander in the field, providing the recall follows the standard Minimum Force rules. (1.09.642, 1.10.72). [The Senate may not recall a Commander who was just deployed with forces in the current Senate Phase](#).

1.09.644 MULTIPLE COMMANDERS: The Senate may send more than one Army under different Commanders to fight the same War. However, if they do so, each Army must attack separately (1.10.1), one at a time, until the War is defeated or all Armies have attacked. Roll a die to determine in what order Multiple Commanders attack their common war, unless they agree amongst themselves as to the order during the combat phase (1.10). The advantage of sending separate armies to fight a single War is that Disaster/Standoff results do not apply to subsequent battles of the same year vs. that War if a previous battle that turn resulted in a Stalemate/Standoff.

1.09.645 GARRISONS: The Senate may vote to send one or more Legions to a Province to augment its defenses. Once sent, they remain there until recalled and follow the province to the forum when up for reassignment. Garrisons are under command of the current Governor. The Senate pays Garrison Maintenance costs.

1.09.6451 FRONTIER PROVINCES: Those Provinces with underscored names and black border silhouettes are Frontier Provinces which are susceptible to the Barbarian Raids Events (7.01.103) and should be garrisoned accordingly.

1.09.646 REINFORCEMENTS: The Senate may send additional forces to a [Commander](#) during the Senate Phase. If a Proconsul he has no Legions left or insufficient Fleets to prosecute the War, he must be reinforced or he will be automatically recalled at the end of the current Senate phase. If there is no vote for recall or reinforcement of a Proconsul he must continue to prosecute the war, even if his force no longer meets the minimum requirements (1.09.642).

1.09.7 ASSASSINS: Players may attempt to eliminate opposing Senators by announcing an Assassination attempt which will be carried out by a specific senator belonging to the player attempting the assassination. They may add to their Assassination dr by playing one or more Assassin cards prior to the resolution (the roll), but possession of an Assassin card is not necessary to attempt an unaided Assassination. No Faction may be the target of more than one attempt per turn, and no Faction may attempt more than one Assassination per turn. A faction may not attempt to assassinate one of its own senators.

1.09.71 SENATE IN SESSION: Assassinations may be attempted only while the Senate is in session and only by and against those in attendance. Once the Senate is adjourned, it is no longer possible to attempt an Assassination during that Game Turn. The timing of an Assassination attempt can be critical, so the players may want to agree beforehand on a short phrase (e.g., "die swine") that will mark the exact moment of the attempt. It will thus be easier to decide if a sole Consul was killed before he could finish announcing the appointment of one of his fellow Faction members as Dictator. A Nominee up for an office who is assassinated immediately voids the current proposal and a new Nominee (or set of Nominees) must be provided by the HRAO. The exceptions are during a Concession Assignment in which case the Concession(s) cannot be assigned again until next year and if the Censor or Prosecutor is assassinated all ongoing prosecutions are immediately voided.

1.09.72 RESOLUTION: The assassin announces the Senator making the attempt, and his target before making the dr. A result of "5", or more kills the target. A result of "3" or "4" fails. A result of "2" or less results in the assassin being caught and implicating his Faction Leader.

1.09.721 ASSASSINATION EFFECTS ON THE SENATE: If a senator is to be one of the recipients/nominees of a proposal dies during the vote, that proposal is voided and any Tribune played to initiate the proposal is lost. If the Presiding Magistrate dies, the vote continues with the next HRAO acting as Presiding Magistrate. If the Prosecutor dies, the prosecution is voided but still counts towards the Censor's limit. If the Censor dies during the Prosecution step, the current prosecution is voided and no more prosecutions are possible. A senator's vote is counted even if he is dead by the end of the vote (as long as he voted before he died). A Special Assassination Prosecution only temporarily suspends the current proposal; the proposal continues after the prosecution is resolved, if possible. A Land Bill vote is never voided by the death of a senator, whether he is sponsor or co-sponsor.

1.09.73 BODYGUARDS: If the target Senator has one or more "Secret Bodyguard" cards, he may announce after the dr how many of those cards he will play to defend against the Assassination attempt. Each Bodyguard so used subtracts "1" from the dr and is discarded after use. The "Open Bodyguard" card must be in play prior to an Assassination attempt to have any effect. If the assassin is not caught, for each Bodyguard card played, the assassin must roll again with all applicable modifiers solely to determine if he is caught. It is therefore possible for the first dr to kill the victim, and a subsequent dr to result in the assassin's capture.

1.09.74 PUNISHMENT: A caught assassin is killed. In addition, his Faction Leader loses five Influence and is the subject of an immediate special Major Prosecution with an automatic DR on the Popular Appeal Table. However, instead of adding his own Popularity to the DR, the Accused Faction Leader must subtract the Popularity of the victim from the DR. **The Censor chooses the voting order. A Prosecutor is not selected for this special prosecution.** In addition to his own death, if the Faction Leader is found guilty, a number of Mortality Chits equal to the victim's Popularity are drawn and any other members of the assassin's Faction currently in Rome whose Mortality Chit is drawn are also implicated and killed. If the caught assassin was the faction leader he is automatically killed and chits are still drawn as above to implicate further faction members. If the Faction Leader is not in Rome at the time he still suffers the loss of five Influence but does not undergo a Major Prosecution and no mortality chits are drawn. The HRAO remains Presiding Magistrate for an assassination prosecution even if he is the Accused faction leader.

1.09.8 MISC SENATE RULES: The Following proposals and rules do not fit in with the standard procedures.

1.09.81 REPOPULATING ROME: Whenever the number of Aligned Senators currently in Rome falls below eight during a Senate Phase due to death or absence, the top Senator card in the Curia is promoted to active status in the Faction of the player with the fewest Active Senators. Ties are resolved in favor of the player with the least total Influence currently in Rome, with further ties being broken by a dr. Such promotions continue until the number of active Senators in Rome reaches eight or the Curia is empty. If the Curia has no Senators, those in the Forum can be substituted. The choice of which of multiple Senators are currently to take is up to the receiving player. If no further Senators are currently available in either the Curia or the Forum, no such promotion occurs.

1.09.82 CONSUL FOR LIFE (ELECTION): Anytime during the Senate Phase following the Consular elections, the HRAO or a player using a tribune may nominate any Senator in Rome with an Influence of 21 "Consul for Life". The sole exception to this is that it cannot be proposed while the Censor is Presiding Magistrate during Prosecutions. The nominee may already hold office. For this vote, the nominee may add his Influence to his vote total. If the measure passes, that player wins the game should the Republic survive the current Game Turn (see 1.12.3). Consul for Life can be proposed only once per turn (total) and cannot be vetoed. If a tribune is used to propose Consul for Life it may, however, be cancelled by an appropriate intrigue card (e.g. Graft). Assassination attempts may take place during such a vote, but once elected that Senator cannot be assassinated.

1.09.83 CONSUL FOR LIFE (APPOINTMENT): Anytime during the game a Senator in Rome reaches 35 Influence and the Military Reforms Law (Middle Republic) is not already in place he immediately becomes the "Consul for Life" and will win the game provided Rome survives the current game turn (see 1.12.3). If two or more Senators simultaneously reach 35 Influence, the one exceeding 35 by the most is the Consul for Life. If equal, the Senator belonging to the Faction with the most combined Influence is the winner. If still tied, the game is a draw. Achieving Consul for Life in this manner is an appointment – there is no chance for assassination attempts. Since all factions are all immediately completely controlled by the Consul for Life (see 1.12.3) the Military Reform Law cannot be played by another player after the Consul for Life is appointed.

1.09.84 MINOR MOTIONS: A player may make gratuitous motions to enhance the atmosphere of the game or inform another player of his desire or dislike for a certain course of action. Passage of minor motions has no impact other than signaling one's intentions to other players. Defeat of a Minor Motions carries no loss of Influence penalty (1.09.144) to the initiator of that motion. Votes of censure or gratitude, reprimands, personally insulting proposals and suchlike can all be appropriate and used to weigh the chances of passage of more meaningful proposals.

NOTE: Each player should readjust his Vote Tally markers as soon as he gains or loses votes due to recruitment of a Knight and Senator gains or losses due to death, persuasion, or absence from Rome.

1.10 COMBAT PHASE

1.10.1 WAR: Any Wars to which the Senate has sent an army are now fought. Except for sending multiple armies to fight the same war (see 1.10.9), wars are always resolved in the order in which the Senate dispatched the commanders in the Senate Phase. Rome is always the attacker. The Senate need not fight every War. However, any active War card that does not contain at least one Legion (or a Fleet following a naval battle) at the end of the Combat Phase is moved to the Unprosecuted War section of the Forum where it increases the Unrest Level (see 1.10.72). The War is considered Prosecuted if the Senate army achieved a Fleet Victorious marker in the previous combat phase.

1.10.11 LAND BATTLES: In land combat the commanding Senator adds his Military rating to the Strength of his army. Army Strength equals the number of Legions in the army; Veteran Legions (see 1.10.5) count double. The points added by the Commander's Military rating cannot be > the Strength of his army. From this sum he subtracts the Strength Number of the War, which may be modified by the presence of a Matching War or Leader (1.07.34, 1.07.332). To this number is added a TDR, and the resulting sum is located on the Combat Results Table to determine the outcome. Lost Legions are always drawn at random from a cup from among those present whenever there is a possibility of a Veteran, Garrison, or rebel Legion being affected (1.10.6).

1.10.12 NAVAL BATTLES: Those Wars with three Strength Numbers require two separate battles; one naval and one land combat. In each case the enemy fleets must be defeated before his land forces may be attacked (the third number of the war – 1.07.33). Naval combat is the same as land combat except that the number of Fleets rather than Legions is counted. Once the enemy Fleets are defeated, his land forces may be attacked in the same Combat Phase provided there are still sufficient Fleets in the force to support the army. If the land combat is not won, the naval battle need not be re-fought in subsequent turns. The war can be won in subsequent turns by defeating only the enemy Land Strength. Consequently, the Senate may decide to send no Legions to conduct such a War, endeavoring to defeat the enemy naval force in one turn, and his land forces in a subsequent turn. If Rome sends a Naval force with no land forces, the Commander returns to Rome immediately if victorious. If the Senate attempts to win both the naval and land battles in the same turn, it must send a combined force of Fleets and Legions to defeat the naval force-which could result in Legions taking losses during the naval battle. War cards whose navies have been defeated are marked with a "Fleet Victorious" marker.

1.10.2 DEFEATS: A result of "Defeat" means the Roman Commander is killed and his force loses the number of Legions and Fleets (if it has them) indicated on the Combat Results Table. Lost units are removed while surviving forces remain on the War card until recalled or reinforced. The Unrest Level is increased by two.

1.10.21 DISASTERS: Each War/Leader card contains a Disaster number following a "D" in the lower left-hand corner. If this number is rolled (prior to any modification) while resolving combat, the Combat Results Table is ignored and the battle is an automatic Disaster causing loss of half (fractions rounded up) of all participating Roman forces. Fleet and Legion losses are each halved and rounded up separately. The Roman Commander is not necessarily killed, but Mortality Chits equal to the number of Legions and Fleets actually lost in the Disaster must be drawn to check for his death (1.10.8). The Unrest Level is increased by one. A surviving Roman Commander remains in command as Proconsul unless Recalled (1.09.643) or killed (1.10.8).

1.10.3 STALEMATES: A result of "Stalemate" means the war is undecided. The Roman force loses the number of Legions and Fleets (if it has them) indicated on the Combat Results Table. Surviving forces remain on the War card until the next Senate Phase when they may be recalled or reinforced. The Roman Commander remains in command as Proconsul unless Recalled (1.09.643) or killed (1.10.8). There is no effect on the Strength of the enemy [Exception: 2.14.411].

1.10.31 STANDOFFS: War/Leader cards containing a number following a "S" in the lower right-hand corner cause a Standoff if that number is rolled (prior to any modification) while resolving combat. The Combat Results Table is ignored. Losses in a Standoff equal one-fourth (fractions rounded up) of all participating Roman forces. Some Wars have two Standoff numbers. The Roman Commander remains in command as Proconsul unless Recalled (1.09.66) or killed (1.10.8).

1.10.4 VICTORY: A land "Victory" lowers the Unrest Level by one and eliminates the War card. A naval victory also lowers the Unrest Level but does not remove the War. The Roman force loses the number of Legions and Fleets (if it has them) indicated on the Combat Results Table and the surviving forces are transferred to the Commander's card. In some cases one or more Provinces will be created and placed in the Forum. The victorious Senator increases both his Popularity and Influence by half (fractions rounded up) of the unmodified (printed) appropriate Land or Naval War Strength Number (or both if both were defeated in this turn by the same commander). The Banker also increases the State Treasury for Spoils of War by an amount equal to that printed next to the Treasure Chest symbol in the bottom-center of the card (except for Naval battles). Revolts do not yield Spoils of War.

EXAMPLE: Marius is dispatched with nine Legions to deal with a Slave Revolt. Marius' Military rating of "4" is added to the number of his Legions, for a total strength of 13. If Marius had only three Legions, he could only add three from his Military rating. The Strength Number on the Slave Revolt card is "6", which is increased to "11" because the appropriate Leader card, Spartacus, happens to be in play. "13" minus "11" is "2". The player controlling Marius then makes a TDR, rolling a "10", which is added to the base of "2" for a final result of "12". A "12" on the Combat Results Table is a "Stalemate" with a loss of one Legion. Marius loses one Legion (he has no Fleets), and must draw one Mortality Chit to check for his own death. Had he had a Fleet to lose, he would have had to draw two Mortality Chits. The Slave Revolt may be fought again during the next Combat Phase. Had the Combat DR been "11" or "6", the result would have been a Disaster with the loss of five Legions. Had the Combat DR been a "16" or "14", the result would have been a Standoff with the loss of three Legions.

1.10.5 VETERANS: One Legion from among the survivors [sic] of a Stalemate, Standoff, or Victory is transformed into a Veteran Legion by flipping it over to its Veteran side. It will remain a Veteran Legion until eliminated or disbanded, even if it is placed under the command of another Senator. The corresponding Legion allegiance marker is placed on the Commander's card until he dies or the Legion is eliminated. Veteran Legions are not created in Naval Victories.

1.10.51 ALLEGIANCE: Veteran Legions count double in combat regardless of which Senator owns their allegiance. If a Senator revolts, the Veteran Legions in his army require no maintenance. If the rebel Senator has Veteran Legions in an opposing army, they desert to his side before combat. Likewise, loyal Senators with Veteran Legions of in the army of the rebel Senator may decide if these Veteran Legions desert to the Senate before combat.

1.10.6 TAKING LOSSES: Forces that are removed are always chosen at random.

1.10.61 LAND LOSSES: When elements of both Veteran/Normal Legions are involved, the units eliminated must be drawn at random from among those present.

1.10.62 NAVAL LOSSES: Fleet losses always apply whether the fleets were active in a Naval battle or simply used to transport troops. If Fleet losses cause Roman Fleet Strength War card to fall below the number required for the support of the War, during the next Senate Phase the additional required Fleets must be sent or the entire force will return to Italy (for possible use elsewhere), leaving the war unprosecuted. Fleets are not necessary to withdraw those Legions-only to support them.

1.10.7 PROCONSUL: A Commander (including a Dictator, or a MoH if the Dictator dies) surviving a non-Victorious battle becomes a Proconsul and remains in command of the army and away from Rome through the next Combat Phase unless recalled by the Senate during the next Senate Phase. [The new Proconsul immediately receives a prior consul marker.](#) A Senator may remain Proconsul as long as he retains his command vs. the original War he was sent to fight. This is the only circumstance in which a Senator other than the current Consuls or Dictator may command troops [EXCEPTION: Governors in the Advanced Game; 2.14.4]. If, in this case, a Dictator is made Proconsul his Master of the Horse must return to Rome. The Proconsul is not a Consul. On the next turn, two Consuls are again elected.

1.10.8 COMMANDER DEATH: In any battle result other than a Defeat, a number of Mortality Chits equal to the number of lost units must be drawn to see if the Roman Commander (and/or his Master of Horse) has been killed/captured (like 5.1). However, Mortality chits drawn in battle have no effect unless that of the Commander (or his Master of Horse, or a Rebel) is drawn. Senators not present at the battle are unharmed. A Commander who loses his entire force is not necessarily harmed as a result of losses taken. If the Master of Horse has been captured/killed the Dictator may appoint another only upon reappointment/re-election as Dictator for the current year. **If the Dictator is killed and the Master of Horse survives the MoH immediately becomes the Commander of the army.** If using the Provincial Forces Optional rules a Governor can also be captured/killed in this manner.

1.10.81 BARBARIAN RAIDS: Governors of Provinces overrun by Barbarian Raids (1.07.352) must draw a number of Mortality chits equal to the colored dr of the Raid DR.

1.10.82 CAPTURE: A Commander/Master of Horse whose Mortality Chit is drawn last (but not the first) out of all the mortality chits drawn for a battle is not killed. Instead, he is captured and subject to ransom. The ransom amount is ten Talents or two Talents per Influence of the captive (whichever is more). If the War is defeated before the captive is ransomed he dies. Captives lose all income and have their personal treasuries frozen (except for purposes of paying ransom). Ransom money can be pooled between the Captive's personal treasury and his faction treasury. A Captive always keeps his original office (provided he is returned before his term expires). Captives always return to Rome when ransomed; they are killed if the war is discarded _or_ returned to the deck. A Captive's influence does not count towards that faction's total for purposes of victory. Ransoms may be paid at any time prior to defeat of the war, or prior to the next forum phase in the case of Barbarian Raids. Captives are subject to normal Mortality chit and Foreign Epidemic draws. Another Senator from the same Family cannot replace a captive while he lives. Captives may not receive income, and their personal treasuries are frozen.

1.10.9 UNPROSECUTED WARS: It is not required that an ongoing War be fought again the next Game Turn. The Senate may choose during the next Senate Phase to recall the Army and leave the war unprosecuted. In such a case, the War card is moved to the "unprosecuted War" section of the Forum during the Combat Phase and the Unrest Level is increased by one for each unprosecuted war at the start of every Population Phase. Since a war cannot be moved to the "unprosecuted war" section until the combat phase is not considered to be unprosecuted in the population phase of the turn in which it is drawn. Should a Commander be killed, the Senate must send a replacement by the end of the next Senate Phase if they wish to prosecute the war. An army cannot remain in the field without a Commander.

A War which was fought and not won but, due to combat losses sustained, failed to end the Combat Phase with a Roman Legion (e.g. fleet support drops below what is required) is an Unprosecuted War since the enemy is unchecked by remaining Roman forces [Exception: If a Naval battle was fought against that War during that turn, a surviving Fleet will suffice to avoid the Unprosecuted War penalty]. It is thus possible that a single War could result in an increase of 4 to the Unrest Level if it caused Drought conditions and the Romans were both defeated by it and did not have a Legion remaining on it at the end of the Combat Phase. Fleet Support is not required after the Combat Phase to avoid Unprosecuted War status.

1.11 REVOLUTION PHASE

1.11.1 PLAY STATESMEN/CONCESSIONS: A player may play a Statesman either stand-alone or on one of his own senators provided he follows the appropriate limitations (7.312). A player may play a Concession on a member of his own faction (7.32). Both Statesmen and Concessions can be played regardless as to whether or not the target senator is in Rome.

1.11.2 EXCESS INTRIGUE CARDS: Any player with more than five red cards in his hand must discard, play, or trade the excess cards of his choice so that he has no more than five remaining. All such declarations start with the player controlling the HRAO and then proceed clockwise.

1.11.3 DECLARATION OF CIVIL WAR: Any victorious Commander must either lay down his command and return his forces to the Active Box or declare himself in revolt. [In the Advanced Game, a Governor may also declare his revolt now. Otherwise, if his term expires in the upcoming Revenue Phase he must return his Province card to the Forum and return to Rome.] These declarations start with the player controlling the HRAO and then proceed clockwise after all other cards have been played. Since the Master of Horse does not have an independent command, he can be declared in revolt only in conjunction with the Dictator, or if the Dictator is dead. Only one Faction may be in revolt at a time. Should a Faction that wishes to revolt field a stronger force (inclusive of the respective Commanders' Military ratings) than that of a previously declared rebel, the initial rebel's declaration is ignored, and the player with the stronger force is considered in revolt instead. Once a rebel has been determined, no other player may revolt until that rebel has been defeated.

1.11.31 COMMANDER ALLEGIANCE: Before announcing his decision, a Commander considering revolt may make a dr for each Legion (unless they are veteran and belong to the rebel) in his current command to determine if it will follow him. A dr ≥ 5 is required for a Legion to follow the rebel Senator during the Early Republic. This dr is lowered to " ≥ 4 " in the Mid Republic, and to " ≥ 3 " in the Late Republic. Before making these die rolls, he may irrevocably spend money from his Personal Treasury (or the Personal Treasury of his Master of Horse with his consent) to buy modifications to those die rolls. For each Talent spent, the rebel Commander may add one to the Loyalty dr of one Legion (maximum modification +1 per Legion). Veteran Legions owing their allegiance to a Commander and Garrisons/Provincial Forces of a Governor follow their Commander automatically. Veteran Legions owing their allegiance to a non-rebel Senator must still be diced for (1.11.51)

1.11.32 SECONDARY REBELS: When a Senator revolts, each of the other Senators in his Faction must immediately declare their loyalty to the State or join him in revolt. Those who remain loyal to the State may continue to function and collect income normally. Those who join the revolt leave Rome and are therefore immune to Persuasion Attempts but lose all Senatorial income (1.11.4) and share the fate of the rebel should he be defeated. The rebel can use any money in their Personal Treasuries as if it were his own. Veteran Legions owing allegiance to the rebel or secondary rebels will follow him in revolt without maintenance. Secondary rebels with independent commands may not contribute other forces to the rebel at this time and must return their Legions/Fleets (not Provincial Forces if using optional rule 15) to Senate control.

1.11.33 MAINTENANCE: During the Revenue Phase the rebel Senator must pay out of his Personal or Faction Treasury the maintenance for all Legions under his command (1.06.15). Veteran Legions owing allegiance to a rebel Senator require no maintenance. Other Veteran Legions owing no allegiance to a rebel Senator must be maintained normally. If, during the revenue phase, the Rebel cannot pay the required maintenance he must release Legions he cannot afford. Any Garrison Legions/Fleets that are released in this manner immediately return to the Senate who may instead pay the maintenance. If the Senate does not which to pay the maintenance costs of these troops (or cannot) they are immediately disbanded. Since it is assumed the rebel has already returned to Italy with his army, Fleets play no role in a Civil War (unless the optional Provincial Forces and Garrisons rules are being used; 2.2).

1.11.34 INCOME: A Senator in revolt must return his Concessions to the Forum and loses all Knights and Aligned Senator income. His Personal Treasury is frozen; he may not receive money directly from other loyal Senators in his Faction nor may he contribute to his Faction Treasury or any loyal Senator's Personal Treasury-although he may use his Faction Treasury to finance the maintenance of his forces. Loyal Senators of his Faction may still contribute money to their Faction Treasury.

1.11.35 COMBAT: During the Combat Phase the rebel Senator must fight the army dispatched by the Senate. If the Senate fails to send an army against him, his coup is successful and he wins the game (provided the Republic survives the Turn; 1.12.4).

1.11.36 ALLEGIANCE: If the rebel has any active Veteran Legions, they immediately desert to him (regardless of where they are). If there are Veteran Legions of a loyal Senator in the rebel army, the loyal Senator may instruct his Legions to desert to the Senate's army at any time (even right before battle).

1.11.37 RESOLUTION: The Senate is the attacker and the rebel the defender. The normal combat procedure is followed (see 1.10.11). The Strength Number of the defender in this case being the sum of the Strength of the Legions in his army and the combined Military rating of the rebel Senator (which can never be higher than the strength of his armies). Any losses except "ALL" called for by the Combat Results table are applied equally to *both* armies. A result of "Victory" means the revolt has failed, the rebel Senator is killed, and all surviving rebel Legions are returned to the Active box. The Commander of the Senate's Army increases both his Popularity and Influence by an amount equal to half of the Strength of the Rebel Army he has defeated. "Stalemate" means the Civil War is undecided, and must be continued during the next Combat Phase. "Defeat" means the revolt has succeeded and the rebel now rules Rome and wins the game, barring the collapse of the Republic (1.12.4). The number of Mortality Chits drawn remains the same but can affect *either* Commander. All surviving Senate armies are returned to Rome and the rebel Army suffers no losses. A rebel also wins if the State is bankrupt or overturned by a "People Revolt" result on the Population Table (1.08.2). A rebel is considered defeated if all his legions are wiped out due to combat losses; however this cannot count as a Victory (e.g. for spoils) for the Senate player unless the losses were as a result of achieving a "Victory" on the Combat table. If all the Senate armies are destroyed via combat losses the rebel does not automatically win and the Senate will have a chance to attack him again next turn.

1.12. VICTORY CONDITIONS

1.12.1 WINNING: The game ends with a win for the player who fulfills any of the following victory conditions:

- A. A loyal Senator achieves a total of 35 Influence becoming Consul for Life and both he and Rome survives the turn (see 1.12.3, 1.09.53). If two or more Senators simultaneously reach 35 Influence, the one exceeding 35 by the most is the Consul for Life. If equal, the Senator belonging to the Faction with the most combined Influence is the winner. If still tied, the game is a draw.
- B. A rebel Senator while marching on Rome defeats the Senate in battle and both he and Rome survive the turn (see 1.12.4).
- C. The Senate declares a Senator Consul For Life and both he and Rome survives the turn (see 1.12.3, 1.09.82).
- D. The State is bankrupt or felled by a "People Revolt" result during a Civil War. The declared rebel wins the game unless overcome by four Wars (see 1.12.4).
- E. The last card is drawn from the Forum deck. If other victory/defeat conditions do not intervene (1.12.2 or 1.12.3), the Faction with the most combined Influence at the end of the turn wins.

1.12.2 LOSING: The game ends in defeat for all players if one of the following conditions occurs:

- A. There are four or more active War cards in play at the end of a Combat Phase.
- B. A result of "People Revolt" is obtained during a Population Phase with no Civil War in effect.
- C. The Senate is unable to pay the fine for any Natural Disaster or Evil Omens card with no Civil War in effect.
- D. The State Treasury has insufficient funds to meet all the Republic's obligations during the Revenue Phase with no Civil War in effect.

1.12.3 CONSUL FOR LIFE: If a Senator has "won" by being voted Consul for Life or reaching 35 influence he takes over all factions (except for the faction belonging to a player who currently has a rebel senator) and plays them as if they were his own during the senate phase. He is not the HRAO however. The Cfl and his faction are immune to all persuasion attempts from non-rebel factions. He may look at a non-rebel players hand at any time but may not play any of the other player's cards. He may not force other factions to make Assassination attempts, to make any public agreements, or to vote against a land bill. Only the faction with a rebel player may vote normally and conduct assassination attempts. Note that players will regain control of their factions if the CFL dies ~~in combat~~, but not if he is captured. If a Civil War is already ongoing, that rebel can still win by defeating the Senate's Army (1.12.4) during the turn in which the Consular for Life is elected – otherwise the Consul for Life will win the game at the end of the turn (exception 1.12.5) regardless of the Civil War status.

1.12.4 CIVIL WAR WINNER: If a Rebel defeats the Senate's Army or wins due to a "People Revolt", or State Bankruptcy, or the Senate's failure to Stalemate him when he marches on Rome, he may still lose (along with everyone else) if there are four active Wars (including his Revolt if still ongoing) at the end of the Combat Phase. In this case, he may add to his Army from the defeated Senate Army and take over all Roman fleets. He then immediately prosecutes additional Wars one at a time until he fails to achieve a Victory, lacks the necessary Fleets to support his Army against the next War, or reduces the number of active Wars to three or less. Otherwise, he too loses.

1.12.5 SURVIVAL: Regardless of how a player wins, his victory is not secured until the end of the current Game Turn-at which time Rome must still exist. Should Rome be beset by four active wars at the end of any turn, all players lose.

II. ADVANCED GAME

The following official optional rules are available for a game of Republic of Rome. All optional rules must be agreed to before the start of the game. Once the game has started, no rules may be changed [without the unanimous approval of all the players involved](#).

2.1 PONTIFEX MAXIMUS

2.1.1 ELECTION: During the Senate Phase [of the first Game Turn](#) a Pontifex Maximus is elected immediately after the two Consuls to look after Rome's religious affairs. The candidate must be an aligned senator in Rome. The Senator elected places the Pontifex Maximus marker on his card and increases his Influence by five, but gains no further Influence in succeeding years for holding the office. He holds this office for life or until stripped of it by Senate vote, multiple Evil Omens, or Prosecution. The Pontifex may not resign his office voluntarily.

2.1.2 PRIESTHOODS: During the Senate Phase of each Game Turn, including the first, the Pontifex Maximus must assign or reassign a Priesthood to any one Senator present unless there are none left without one. He may not assign or reassign a Priest to himself. Whenever the HRAO is about to close the senate session if a priest has not yet been assigned or reassigned by the Pontifex Maximus the HRAO may force the Pontifex Maximus to do so immediately.

2.1.21 INFLUENCE: The announcement of the new Priesthood may be made at any time during the Senate Phase, and the nominee immediately places a Priesthood marker on his card and increases his Influence by one. A Senator may hold only one Priesthood, but this does not bar him from holding any other office. When a Priesthood is reassigned, the Senator who loses the office must decrease his Influence by one (to a minimum of 0). The Pontifex Maximus may not assign himself a priesthood.

2.1.22 PRIEST BATTLE INFLUENCE: Every Priest receives one extra vote when voting on a proposal that will send forces into battle or change/retain their Commander.

2.1.3 PONTIFEX MAXIMUS BATTLE INFLUENCE: The Pontifex Maximus doubles his personal votes (including those of his Knights but not his bribes) when voting on any proposal that will send forces to War or change/retain their Commander.

2.1.4 VETO: The Pontifex Maximus may use a veto once each Senate Phase without use of a Tribune card during or prior to his Faction's turn to vote. He can veto anything that could normally be vetoed with a tribune.

2.1.5 COLLECTIONS: During the Revenue Phase the Pontifex Maximus receives income from temple collections equal to a dr.

2.1.6 EVIL OMENS: When Evil Omens occur, the Pontifex Maximus must pay the 20 Talent cost from his Personal Treasury. If he can't pay the 20 Talents, or if a second Evil Omens occurs in the same turn, he is immediately stripped of his office and loses five Influence. If he is unable to pay the full Evil Omens cost, the difference plus a ten Talent fine is levied on his Faction Treasury. If the Faction Treasury has insufficient funds, what money there is in that Treasury is lost, and the Faction Leader may also be the subject of a Major Prosecution during the following Senate Phase in addition to any regular Prosecutions the Censor may wish to conduct. The State must pay any shortfall in the Evil Omens cost (excluding the Faction fine) not paid by the Pontifex Maximus or his Faction.

2.1.7 RECALL: The Pontifex Maximus may be deprived of his office during any Senate Phase by a *two-thirds* majority vote of those present. He may not veto that proposal, although another Senator (of his or another Faction) wielding a Tribune may. If voted out of office, he loses five Influence. Regardless of the cause of a Pontifex Maximus' removal, the Priesthoods he has assigned are not affected.

2.1.8 SUCCESSOR: If the Pontifex Maximus is removed from office, a new one must be elected immediately after the Consular elections during the following Senate Phase.

2.2 PROVINCIAL WARS

2.2.1 OVERVIEW: The Provincial Governors must raise/maintain local forces and command Garrisons which may be used to defend the Province.

2.2.2 TAXES: The Personal and State income derived from Provinces remains the same as in the Basic Game. However, an additional annual Local Tax income is generated during the Revenue Phase for use strictly within that Province for the formation of Provincial forces. Local Taxes may be supplemented by the Governor, but never decreased or stolen. All Local Taxes are considered used each year during the Revenue Phase in building the maximum amount of Provincial Forces that Province can raise as defined on the Province card after "Maximum Forces:".

2.2.3 FORCES: Provincial Armies and Fleets are raised by the Governor at the end of the Revenue Phase. Units so raised are indicated by placement of a proper number marker on their Province Card in either the Provincial Armies or Fleets boxes. It costs ten Talents to build each Army or Fleet. The Governor may choose which type to build. An unaligned Governor (1.09.53) will build Provincial Armies/Fleets in equal proportions (Armies getting preference in the case of odd numbers).

2.2.31 VETERANS NA: Provincial Armies do not produce Veterans.

2.2.32 GARRISONS: The Senate may send Legions to a Governor to serve as a Garrison to stiffen a Provincial Army.

2.2.33 ARMY STRENGTH: Provincial Armies are counted at full value as long as a Garrison or Rebel [Veteran](#) Legion at the start of battle accompanies them. Otherwise, Provincial Armies count half (fractions rounded up). [Note that the Base Strength of the province are not technically Provincial Armies and are not halved.](#)

2.2.34 MAINTENANCE: Provincial units are freely maintained. Garrisons require maintenance by the Senate—not the Province.

2.2.4 PROVINCIAL WARS: Whenever an active War card appears which names a Province in brackets, that Province is considered under attack (if it exists and remains loyal to Rome) and loses all taxes (Personal, State, and Local). All bracketed provinces lose all taxes despite the war only attacking one. The attacked province may maintain its existing Provincial forces for free, but may build no new ones. At the end of any Combat Phase in which that War still exists and has not been Stalemated (including Standoffs) by a Roman Army or Fleet, it may attempt to conquer the first existing Roman Province listed on its card. If victorious and still unopposed by a Roman Legion/Fleet, in subsequent turns it will attempt to conquer the next existing unconquered Roman Province on its card. That Province must then attack the War card plus any Matching Wars with a Base Strength equal to that printed on its Province card (plus any existing Provincial forces and/or Garrisons also on the Province card) and the Military Rating of its Governor. If the war requires only a land battle Provincial and Garrisoned fleets are not required but must be fully committed to battle if available – so they may take losses. If the war requires [Fleet support](#) a Province lacking the necessary Fleets to support its battle vs. a War card must still attack, but any "Victory" result obtained is treated as a "Stalemate" instead. [Any war requiring a naval battle that cannot be fought results in an automatic defeat.](#)

2.2.41 COMBAT: Combat is resolved in the normal fashion, except for Losses (2.2.411).

2.2.411 TAKING LOSSES: Provincial Armies take losses in combat as double the normal weight unless Roman Legions are present. Provincial Fleets do NOT take losses at double the normal rate. When elements of both Veteran/Garrison Legions/Provincial Armies are involved, the units eliminated must be drawn at random from among those present. As long as only Legions are involved this can be done by drawing the affected units from a cup at random. However, when Provincial Armies are involved, losses must be determined by dice roll on the Random Loss Chart printed below because there are no Provincial Army pieces to facilitate a draw.

When using the Random Loss chart, two dice (a colored die and a white die) must be rolled for each unit eliminated. The dice are not added in the conventional way but are "read" as a two-digit number; the colored die always being read first. Thus a colored "1" and white "6" are read as "16"-not "7".

EXAMPLE: The player determines both his total number of units and the minority component of his combined force. For example, if a battle was fought with eight Provincial Armies and three Garrison Legions, the "Total Force" would be "11", the "Minority Forces" would be three. The player would cross-index "11" Total Forces with "3" Minority Forces to determine that a dice roll \leq "24" will result in the loss of a Legion from the Minority Force. A dice roll $<$ "24" will cause the loss of a Provincial Army.

Now let's assume the player had to lose two units. His first dice roll was a "31"-eliminating a Provincial Army. His new force composition for the second dice roll will be a Total Force of "10" and a Military Force of "3". If his next Loss Selection dice roll is \leq "25" he will lose a Legion. Let's further assume that a Legion was lost but because there is on Veteran Legion among the three Garrisons, a random draw must be made from among those three units (rather than just selecting one) to determine if the Veteran was eliminated.

# of Local Troops	Total Size of Forces																				
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
1	36	26	23	21	16	15	15	14	14	13	13	13	12	12	12	12	12	12	12	12	12
2			36	32	26	24	23	22	21	16	16	16	15	15	15	14	14	14	14	13	13
3					36	33	32	26	25	24	23	22	22	21	21	16	16	16	15	15	15
4							36	34	32	31	26	25	24	24	23	22	22	22	21	21	21
5									36	34	33	32	31	26	25	25	24	24	23	23	22
6												35	33	32	32	31	26	25	24	24	24
7													36	35	34	33	32	31	31	26	25
8															36	35	34	33	32	32	31
9																	36	35	34	33	33
10																			36	35	34
11																					36

2.2.412 DEFEAT: A "Defeat" in any type of battle results in the death of the Governor. The Province becomes allied with the victorious War, combining with it to increase the strength of the latter by the printed Strength of the Province card. Any surviving Provincial forces are added to the War card, and any surviving Roman forces are returned to Rome. However, because this was a Provincial Defeat rather than a Roman defeat, the Unrest Level is not further adversely affected beyond the one step advance already inflicted for an Unprosecuted War. The surviving Provincial forces increase the Strength of the War card but must be removed first (at normal—not double rate) in any subsequent battles, matching Roman/friendly Provincial losses on a one to one basis in Stalemates/Standoffs and naval victories, but taking no losses as a result of Roman/Provincial Defeats/Disasters. Provincial armies are not subject to the multipliers for matching wars. Once the War is defeated, the Province returns to its original undeveloped status with no remaining Provincial forces. The Province may not build additional forces while allied with a War card.

2.2.413 STALEMATE: A result of "Stalemate/Standoff" is treated as no effect other than the loss of any called for Provisional forces and the resulting Mortality Check for the Governor. It is still considered unprosecuted.

2.2.414 VICTORY: A result of “Victory” in a land battle turns the War card into an Inactive War if there is presently no activating matching Wars/Leader in the Forum (thus it does not incur an unprosecuted war penalty during the Population Phase). It will stay inactive until attacked by Rome or made active by another matching war or leader. If there is a matching War/Leader in the Forum, the defeated War is reshuffled into the deck. If the current deck has less than six cards, and there is another deck to be used in an extended game, shuffle it into the next deck instead. If the current deck has less than six cards, and the extended game is not being played or the game is on the last deck, discard it (and do not create provinces). Provincial Victory has no effect on the Unrest Level and no spoils of war are gained. Governors that win a Provincial War receive the standard Influence and Popularity gains. Veteran Legions are created and owe allegiance to the Governor. A result of “Victory” in a naval battle that still requires a land battle results in a Naval Victory marker being placed on the war along with Influence/Popularity gains by the Governor – however the war card is still considered “active” and unprosecuted.

2.2.5 SPECIAL EVENTS: Certain Event cards (Pretender, Internal Disorder) will transform a Province into a Revolt with all the consequences to Revenue and State collapse of a Revolt card. As long as they last, each Provincial Army adds one to the printed Strength of that War/Province card and each Provincial Fleet adds one to its printed Fleet Support Strength. However, one Provincial Army/Fleet must be removed (if available) for each Roman Legion/Fleet lost in a Stalemate/Standoff against it. A Province that has revolted without the direction of a rebel Governor (Option 2.3) will build additional armies/fleets in equal proportions to the fullest extent of its combined Personal, State and Local Taxes income.

2.3 REBEL GOVERNORS

2.3.1 OVERVIEW: The Provincial Governors may use their local forces and command Garrisons to revolt against the Senate.

2.3.2 REBEL GOVERNORS: Governors may use their Provincial forces in a revolt against the state by revolting during the Revolution Phase. Declarations of revolting by Governors are made at the same time as the revolt announcement of victorious returning generals (1.11.3). As per the standard Revolution rules, there may only be one Rebel Faction (eligible to win). Should a Faction that wishes to revolt field a stronger total force (inclusive of the respective Commanders' Military ratings) than that of a previously declared Faction (considering both victorious returning generals and rebel governors), the initial rebel's declaration is ignored, and the player with the stronger force is considered the Primary Rebel and in revolt instead. Provincial Armies and Fleets are always loyal to the Governor. He removes his Term marker and retains control of the Province until defeated or killed. The Rebel may remain in his Province or march on Rome but must declare his decision at the time of revolt. In a subsequent Revolution Phase he may declare that he is attempting to march on Rome but once landed that he must remain in Italy until defeated or victorious.

2.3.21 SECONDARY REBELS: When a players declare Rebel Senators in revolt, the forces of only one of his Senators exercising an independent command may land in Italy to attack the Senate at a time. If the faction contains both rebelling governors and a rebelling victorious commander the rebelling victorious commander MUST land in Rome immediacy – Rebel governors may not. Other Senators belonging to the same faction that join the revolt in support of the head rebel may add no forces other than their personal Veteran Legions on the first turn. On each subsequent turn that the Rebellion exists; an additional rebel of his Faction with an independent command (presumably a Governor with Provincial forces) may attempt to add his forces to those of the Primary Rebel. Those Provincial forces that he can land in Rome (see 2.3.5) may reinforce the rebel army. However, each Province thus brought into the revolt does not count as a separate War, but rather as an enlargement of the Civil War. Senators from opposing factions may not declare themselves Secondary Rebels.

2.3.22 REBEL PROVINCE EXCEPTIONS: A rebel province is never considered under attack by any wars in play (The wars simply ignore them). It always generates revenue; however it cannot be developed.

2.3.23 REBEL GOVERNOR INCOME: A Governor in revolt is not subject to recall but loses all Concessions, Knights, and Aligned Senatorial income. He may collect ALL taxes of his Province (Personal, State, and Local) to use as he sees fit. These taxes are transferred to his personal treasury.

2.3.24 REBEL PROVINCIAL MAINTENANCE: A Primary Rebel must pay two Talents per Provincial army/fleet and Garrison Legion/Fleet (including his Province's printed base strength) for maintenance. He may pay using Talents from his personal Treasury, his Faction Treasury, or the Personal Treasuries of other Rebel Senators. Veteran Legions owing allegiance to a rebel Senator require no maintenance. If, during the revenue phase, the Rebel cannot pay the required maintenance he must first release non-provincial Legions/Fleets until he can afford to pay the maintenance. Any non-provincial Legions/Fleets that are released in this manner immediately return to the Senate who may instead pay the maintenance. If the Senate does not wish to pay the maintenance costs of these troops (or cannot) they are immediately disbanded. If the Rebel still cannot pay his Provincial Forces maintenance he must immediately disband them down to the minimum he can afford to maintain.

2.3.25 REBEL PROVINCIAL STRENGTH: When in revolt Provincial Armies are counted at full value as long as a Garrison/rebel Legion at the start of battle accompanies them. Otherwise, Provincial Armies count half (fractions rounded up). Provincial Fleets are always full strength.

2.3.3 LEGION ALLEGIANCE: Provincial units and Garrison units automatically owe allegiance to the rebelling Governor. If the rebel Governor has any active Veteran Legions, they immediately desert to him (regardless of where they are). If there are Veteran Legions of a loyal Senator in the rebel army, the loyal Senator may instruct his Legions to desert to the Senate's army at any time (even right before battle).

2.3.4 FLEET ALLEGIANCE: A Commander attempting to revolt must dice for the loyalty of the Fleets under his command as if they were Legions (2.3.3) and pay maintenance for those that remain loyal to him. He may forfeit their control to the Senate if he prefers not to pay for them. A declaring rebel may still land his army in Italy before declaring his revolt and in doing so avoid a Naval Interception Check (2.3.52) so a fleet is not always necessary.

2.3.5 MARCHING ON ROME: If the Governor elects to march on Rome he may not ever return to his Province (though he still collects income and taxes). His revolt counts as one of the four Active Wars needed to destroy Rome and costs the State 20 Talents per turn. His strength is equal to his Provincial units, loyal Veterans and garrison Legions he has. If he marches on Rome, he may not use his Province's printed Strength, which remains behind on the Province (see 2.2.53). The revolt itself is resolved as in the standard rules (11.052) except for Reinforcements & Naval Interceptions (2.2.51). There is no Naval Interception check provided he decides to immediately march on Rome in his initial declaration (though future reinforcements must make a Naval Interception Check).

2.3.51 REINFORCEMENTS: On any Revolution Phase following a combat phase where an attacking Primary Rebel achieves a Standoff or Stalemate result, a secondary rebel governor may attempt to reinforce the Primary Rebel's army with any forces he currently has. The reinforcements are automatically added to the primary rebel's army if that province has a printed fleet strength of 0. If the province has a printed fleet strength greater than 0 then the reinforcements are considered to be "in transit". Reinforcements "in transit" are added to the primary rebel's army only if it avoids Naval Interception (2.3.52) during next combat phase. Only one secondary rebel may reinforce the primary rebel each turn. The senate cannot attack a rebel province if that province has already transported forces to Italy or has forces "in transit".

2.3.52 NAVAL INTERCEPTIONS: When a Governor from a Rebel Province attempts to land on Italy and either attack the Senate or reinforce the Primary Rebel, the forces are subject to a Naval Interception by the Senate if its province's printed strength is greater than 0. The sole exception to this rule is if the attacking Governor declares he is immediately attacking Rome during his initial declaration of Revolt he is not subject to a Naval Interception (2.3.5). A province's printed fleet strength is used in Naval Interception battles, in addition to any Provincial and Garrison Fleets. All Naval Interception battles are resolved before any other battles are during the Combat Phase. Provincial fleets are always counted at full strength unlike provincial armies. If the Rebel loses the naval interception battle all his forces remain in the rebel province, minus those lost in the naval battle, otherwise they land on Italy to attack/reinforce.

2.3.6 STAYING IN THE PROVINCE: If a rebelling Governor remains in his Province, he cannot win due to the failure of the Senate to send an Army against him or even for defeating the Army the Senate sends against him (1.11.052) but his Revolt counts as one of the four Active Wars needed to destroy Rome and costs the State 20 Talents per turn. He can, however, still win if the People Revolt or the State Treasury is exhausted. His strength is equal to the Province's printed Strength plus all Provincial units, loyal Veterans, and garrison Legions he has. If, in the future Revolution Phase, this Rebel decides to march on Rome and the province has a printed fleet strength greater than 0; the Senate can attempt to prevent the rebel from landing in Italy by Naval Interception (2.3.52).

2.3.61 ATTACKING A REBEL PROVINCE: Rome can attempt to defeat a Rebel Governor occupying a rebel province by attacking the province. Rome cannot attack a province if the Governor is Marching on Rome (2.3.5). If, however, the Rebel Governor is located in his province (2.3.6), Rome can attack the province. When being attacked in his home province a Primary Rebel Governor can receive Reinforcements (2.3.51), a Secondary Rebel Governor cannot.

The Rebel's land strength is equal to the sum of his:

- a) Printed Land Strength
- b) Provincial Armies (count half if no Legions in province)
- c) Veteran Legions Owing Allegiance/Garrison Legions
- d) Military Rating of Rebel

The Rebel's fleet support strength is equal to the sum of:

- a) Printed Fleet Strength
- b) Provincial Fleets
- c) Roman Fleets

If the number of Provincial and Roman fleets exceeds the undeveloped printed land strength of the province (even if the province is developed), a naval battle must be fought first; unless the maximum number of fleets that province can build is 0.

The Rebel's Naval Strength would be equal to the sum of the following:

- a) Printed Fleet Strength
- b) Provincial Fleets
- c) Roman Fleets
- d) Military Rating of Rebel

EXAMPLE: Sardinia-Corsica is fully developed and in revolt, Its full complement of one Provincial Army and five Fleets added to its Base Strength of "1/0" gives it a total strength of "2/5". Because it's fleets outnumber its combined land strength. Rome must defeat it in a naval battle before winning the war on land. The Province will have a naval strength of "5". If Rome defeats it while losing three fleets, the Sardinia-Corsica fleet is also reduced by three. The new Strength of Sardinia-Corsica for the impending land battle is '2/2" and Rome must commit two fleets to that battle in support of its land forces.

2.3.7 RESOLUTION: The resolution of Rebel Governor Combat is the same as per the normal game (1.11.52) except for the following:

2.3.71 SENATE VICTORY: If the Senate attacks and defeats a Secondary Rebel Governor, that governor is killed and the province (undeveloped with no forces) is returned to the forum. The Civil War, however, will continue until the Primary Rebel is killed either through a Defeat when he marches on Rome (2.3.5), or by attacking him on his rebel province and achieving a victorious result. (2.3.61). Once this is done all remaining Secondary Rebels are killed and their provinces are returned to the Forum undeveloped with no provincial forces.

2.3.72 REBEL VICTORY: If the Rebel Army attacks the Senate in Italy and achieves a victorious result the revolt has succeeded and the rebel now rules Rome and wins the game, barring the collapse of the Republic (1.12.4). If, however, he defeats the Senatorial Army attacking him in his rebel province he does not win the game. For the Rebels to win they must either attack the Senate in Italy and win a battle OR they may wait and hope for a “people revolt” result or a bankruptcy of the state.

2.4 LEGIONARY DISBANDMENT & RECALL

2.4.1 DISBANDMENT: During the Revolution Phase, a loyal Commander may disband any of his Veteran Legions loyal to him that are currently under his command. The identities of the disbanded Legions are noted by retaining their Legion Allegiance markers on his card and flipping them to their Disbanded side. The Legions are removed from play. For each Legions disbanded, the Senator increases both his Oratory and Influence by one.

2.4.2 RECALL: A Senator who has disbanded Veteran Legions may recall those Legions to active status *whenever he is Consul* by paying from his Personal or Faction Treasury ten Talents per Legion during the Senate Phase. For each Legion he recalls, the Senator flips their Allegiance marker on his card and decreases both his Oratory and Influence ratings by one. Recalled Legions regain their Veteran status and must be maintained by the Senate at the normal rate. Recalled Legions may be assigned by the recalling Senator to either his own army or the army of any other Senator and will fight at double strength. If the Senate raises a disbanded Legion again, it can no longer be recalled and no longer has Veteran status. However, the Senate may not recall a Veteran Legion if a non-Veteran Legion remains to be built.

III. NON-OFFICAL OPTIONAL RULES

3.1 AGEING SENATORS

3.1.1 AGE MARKERS: During the mortality phase, a Senator without an age marker receives one numbered "1". A Senator with an Age marker has it increased by 1. [After the age is increased](#) if the number on the marker is greater than or equal to 7 a roll must be made during the Mortality Phase to see if that Senator [dies naturally \(even those in the Forum\)](#). [These checks are preformed on the oldest senator first proceeding down to the youngest senator. If there is a tie the player may resolve either of them in any order they wish.](#) A dr of 6 results in the death of that Senator. For each number greater than 7 on the marker, 1 is added to the dr roll. [These roles are not affected by Evil Omens.](#)

3.1.02 ELDER SENATOR: Any Senator with an age marker of 7 or higher is considered an Elder Senator and cannot leave Rome (for example, to fight a war or govern a province) or attempt an assassination. This does not prevent him from becoming a Dictator or Field Consul; it merely prevents him from being sent to fight a War (or anything else that could make him leave Rome). In the case the Elder statesmen is a Dictator or Field Consul the first force sent to fight a war must be the Field Consul or the Rome Consul, respectively. He is not forced to return to Rome if he is already away. An Elder Senator can go into Exile normally.

3.1.02.1 NATURAL DEATH RESULTS: Upon [a natural](#) death a "[non-faction leader](#)" Elder Senator is never placed in the curia. Instead his card is wiped clean (as previously) except for all money is now retained on the senator card. At this time his Faction may make an immediate one time persuasion attempt against the senator without subtracting the targets loyalty [and assuming the senator is unaligned](#) (but subtracting his money). This simulates that the Elder Statesmen's heir would be likely to continue to be loyal to his fathers/grandfather's existing faction and would have been groomed to do so. [Any senator \(even those not in Rome\) may make the attempt.](#) If the previous owner fails in the attempt the card is placed out into the forum along with all the Talents. [The newly dead Senator would not receive an age marker until the next mortality phase. The natural death on a faction leader is unchanged from the normal game \(the family card remains automatically with the faction\), except the faction leader retains all his money.](#)

3.1.03 SETUP: During setup each player randomly assigns an "Age 1" marker on one senator in their faction, an "Age 2" marker on another, and so on until every senator has an age marker.

3.1.04 NO MORTALITY CHIT: To counter the effects of more senators dieing you do not draw a random morality chit from the cup during the mortality phase. [Note that senators can still die unexpected and be placed in the curia automatically due to war, epidemics, etc.](#)

3.2 POPULARITY LOSS

3.2.1 LEGION POPULARITY LOSS: A commander loses popularity equal to half the number of legions lost (fractions rounded up) in a Disaster, Standoff, or Stalemate, and equal to a third of the legions lost (fractions round up) in a Victory. There is no popularity loss for losing fleets.

3.2.2 POPULARITY CAP: Any Senator who ends the Population Phase with 6 or more popularity must lose 1 point of popularity. A Statesman cannot be reduced to less than his printed popularity by this decrease. This is done immediately after the State of the Republic is resolved.

3.2.21 POMPEY EXCEPTION: As an additional optional rule to go along with 3.2.2 it is suggested that the statesman Pompey [#30a] be exempted from this rule.

3.3 VOLUNTARY RETIREMENT

3.3.1 VOLUNTARY RETIREMENT: During an extended game (spanning either the early-middle, middle-late decks or all three decks) a player can voluntarily retire any Senator with influence greater than 20 that he has in play in Rome during the Revolution Phase before card play. The Senator must lose all counters, except for Faction Leader and Talents, and he must return all attached cards to the Forum. The player keeps any family card. The current influence of the Senator is halved (fractions round down), recorded and is added to that player's final influence tally for determining victory conditions. A retired Statesman is discarded from play. If the player does not control the family card then all counters (including faction leader) and cards are removed or moved to the Forum.

4.3.2 AGE REQUIREMENT: When using Voluntary Retirement (3.3) and the Elder Senator (3.1.02) optional rules the only Senators available to retire are Elder Senators.

3.4 ADVOCATES

3.4.1 APPOINTING AN ADVOCATE: Immediately after the post of Prosecutor is filled for a prosecution the Accused may ask one Senator, belonging to any player, to represent him in the trial as an Advocate. A Senator must be in Rome and cannot hold the position of Censor or Prosecutor in order to be eligible to be an Advocate. He may hold another major office. Once the Accused asks a potential advocate to represent him the Censor must give the Accused a reasonable amount of time to convince the Advocate to support him (either public or private). If the initial potential advocate does not agree to represent the Accused then the Censor may immediately put the prosecution to a vote or allow the Accused to continue soliciting for an Advocate. If no Advocate comes forward to represent the Accused he is considered to be his own Advocate and is representing himself.

3.4.2 TRIAL VOTES: The Prosecutions (1.09.41) are carried out as normal except that both the Prosecutor and the Advocate (which might be the Accused himself) modify the result immediately after the vote totals are announced. [The Prosecutor then rolls DR adding The Advocate's Oratory while subtracting the Prosecutor's Oratory. This Trial Modifier number is cross referenced with the Popular Appeal table to determine how many extra votes are added or subtracted on behalf of the accused.](#) These extra Trial Votes must be applied to the total (unlike popular appeal which is still optional). [Note that an "accused freed" or "accused killed" result does not resolve - instead an "accused freed" or higher results in +20 votes while an "accused killed" or lower results in -20 votes.](#)

Thus the votes that would modify the end total would be as follows:

[\(\(Advocate's Oratory – Prosecutor's Oratory\) + DR\) = Total Trial Modifier](#)

3.4.3 POPULAR APPEAL: The rules for popular appeal have not changed except that when a result of 2 or less is achieved the Accused is automatically killed by the angry mob and there is a drawing of one Mortality chit for each number by which the modified DR drops below 3 to see if the Advocate (the only one vulnerable to the chit draw) is killed by the angry citizens of Rome. There is no drawing of chits if the Accused was representing himself (and was thus his own Advocate).

[Trial Votes + Popular Appeal Votes = Total Votes Modifier](#)

3.4.4 GUILTY: If the verdict is Guilty the penalties and rewards are carried exactly as in the normal game except that the Advocate, provided it is not the Accused representing himself, loses 3 Influence (regardless of the type of Prosecution). This loss cannot drop his Influence below zero. If the Accused is representing himself (and thus is his own Advocate) and the verdict is Guilty the penalties and rewards are unchanged from the normal game.

3.4.5 INNOCENT: If the verdict is Innocent the Advocate, provided it is not the Accused representing himself, gains 3 Influence (regardless of the type of Prosecution). The Prosecutor also loses 3 Influence. This loss cannot drop his Influence below zero. If the Accused is representing himself (and thus is his own Advocate) and the verdict is Innocent [the Prosecutor still loses 3 Influence but the Accused gains nothing.](#)

3.4.6 CICERO: Cicero is considered to this day to have been one of the finest orators and trial lawyers of western history. Change the statesman M. Tullius Cicero [#28a] by replacing his special tribune power with the following: "When acting as either the Advocate or Prosecutor in a Prosecution Cicero adds +3 to his trial dr."

3.5 EARLY REPUBLIC CHANGES

3.5.1 OVERVIEW: The Early Republic is especially harsh in its ability to make Rome fall. Many people feel that it is simply too harsh. The following common house rules are highly recommended and are used to make the Early Republic slightly more survivable (but still very hard).

3.5.2 RANDOM TEMPORARY CONSUL: The Temporary Rome Consul (1.04.16) is randomly selected from all the available initial Senators and is available for a major or minor prosecution on the first turn.

3.5.2 D/S NUMBERS: Statesmen that cancel D/S numbers for Wars also apply their power to matching Enemy Leaders.

3.6 END OF THE WORLD AVOIDANCE

3.6.1 OVERVIEW: Many players complain about the "End-of-the-World" last turn where all the players rush to assassinate and persuade in order to capture enough influence. In order to avoid this scenario a few proposals have been put forth.

3.6.2 END GAME ROLL: At a pre-set time or at the introduction of another deck in the extended version of the game a dr is rolled before the beginning of each turn. On a 6 the game is immediately over. For each successive turn a +1 is added to the roll.

3.6.3 KILL CARD: When the time comes to prepare the last deck (or the only deck) for play another card from another already used or unused deck should be randomly shuffled into a number of cards at the bottom of the deck. The number of cards can be agreed upon before the game starts by all players (suggested: 20). This is the "Kill" card and will end the game immediately when drawn. This card does nothing but end the game. Everyone should know what the Kill Card looks like.

3.7 LIMITING ASSASSINATIONS

3.7.1 OVERVIEW: Some players complain that assassinations can be arranged that allows a faction to escape with little penalty. The below rules attempt to address this.

3.7.2 FACTION LEADER ASSASSIN: A caught Faction Leader/Assassin is killed; the faction leader marker is removed and Mortality chits are drawn for his faction as if he was found guilty. His faction may assign a new faction leader during his next Forum phase.

3.7.3 ABSENT FACTION LEADER: When a faction leader is absent from Rome because he is governing a province, and a senator belonging to his faction fails an assassination attempt, the Faction Leader is immediately (instantaneously) recalled to Rome to face an Assassination Prosecution. While in Rome he is subject to assassination attempts, may vote, and is subject to all the normal aspects of being in Rome. Upon the conclusion of the Assassination Prosecution he immediately (instantaneously) returns back to his province. Faction Leaders away from Rome for any other reason (e.g. pro-consul) are not recalled and are not subject to Assassination Prosecutions.

3.8 PASSING LAWS

3.08.1 PASSING LAWS: Instead of allowing any player to instantly play a law during the senate phase, change the rules concerning laws to this:

1.07.363 LAWS: Law cards represent changes in the rules governing the Republic and play of the game. Laws are the only cards that cannot be discarded voluntarily by a player during the revolution phase (even if a player's hand rises above 5). Once enacted, the rules affected apply to all subsequent play—not just the Sponsor of the Law, unless otherwise stated. Display played Law cards in the Law box rather than mixing them with the Discards. In order to be enacted a Law must be voted upon by the Senate and pass. Law cards may be played at anytime during the senate phase after the Governors have been elected. The player of the card does not have to be the HRAO and is able to put the Law to a vote without the use of a tribune. The HRAO still controls the order and speed of the vote. The player of the card names two consenting senators in Rome to be the sponsor and co-sponsor. The sponsor and co-sponsor need not belong to the faction playing the card. If enacted the sponsoring Senator gains 3 Influence while the co-sponsor gains 1 Influence. If the Law fails it is discarded from the game.

3.08.2 SERVILIAN LAW: If used to repeal the Acilian Law, this card may still be discarded from a player's hand and does NOT need to be voted upon.

3.08.3 JULIAN LAW: The negative effects do not affect the co-sponsor of this bill but they do affect the **Sponsor** (not necessarily the player) of this card.

3.08.4 PLAUTIAN-PAPIRIAN LAW: The negative effects do not affect the co-sponsor of this bill but they do affect the sponsor (not necessarily the player) of this card.

3.08.5 CATO THE ELDER: Cato the Elder was known during his time to be the moral compass of the Republic. Change the statesman M. Porcius Cato the Elder [#22a] by replacing his special tribune power with the following: "When casting his vote for or against a Law Cato triples his votes, including those from Knights. **Cato also can perform one Veto a turn.**"

3.9 LIMITING PERSUASION ATTEMPTS

4.09.1 OVERVIEW: Some players feel that persuasion attempts are both more attractive and more powerful since you instantly get back %100 of the money spent if successful. These optional rules are designed to limit this windfall.

4.09.1 WINE AND DINE: During persuasion only half of any money spent to persuade or defend the target remains behind after it is resolved. This does not include the money that was already on the senator.

3.09.2 COMPLETE INDULGANCE: During persuasion none of the money spent to persuade or defend the target remains behind after it is resolved. This does not include the money that was already on the senator.

3.10 TRAITORS

3.10.1 OVERVIEW: Some players are not comfortable with the fact that no one may win the game and that some players might act as spoilers to the game. This optional rule attempts to address these concerns, and to add even more variety in the winning conditions.

3.10.2 TRAITOR TOKENS: Devise two "Traitor" tokens (e.g. two like colored poker chips). Players who wish to use the "Traitor" may do so by bidding on the tokens when there is an active war and they are not already in play. Bidding on the Traitor tokens is done in turn order at the end of the forum phase before concession and senator revival rolls. Each player may choose one Senator for the bid and the senator the most Influence wins with ties broken by Oratory then Popularity and then turn order. The Traitor need not be in Rome. The winner of the bid places one of the traitor tokens on one of his senators (The Traitor) and the other on any active war. This represents the traitor plotting with the enemy forces against Rome. The only way to remove these tokens is for either the war to be defeated or the Traitor to be killed. If this happens both tokens are removed and are available for bid during the next forum phase.

3.10.3 WINNING: If, at the end of the game, Rome falls to active wars and both the active war and the Senator with the traitor tokens are still alive that player wins. If the people revolt or the state goes bankrupt and there is currently no REBEL (remember the rebel is not a traitor), the traitor wins.

3.10.3 FAILURE: If the war holding the traitor token is defeated or becomes inactive the Traitor immediately undergoes a major prosecution which is conducted in the same manner as a faction leader assassination trial. The Traitor may never go into exile once the matching war is defeated. If the major prosecution is successful the traitor is executed and his fellow faction members lose five popularity and are available for Major Prosecutions during the next prosecution phase. If the Traitor is not in Rome when the war is defeated he is instead immediately killed and his entire faction loses 5 popularity each.

3.10.4 EXILE: At anytime his matching war is active the Traitor may immediately go into exile and by doing so instead adds his matching military ranking to the War (as a matching leader). If he does go into exile all his fellow faction members lose five popularity and are available for Major Prosecutions during the next prosecution phase. The Traitor is automatically killed if the war is defeated. Commanders defeating an active war helped by a Traitor are awarded half of the Traitors Military Ranking as Influence and Popularity in addition to half of the base war strength.

3.10.5 PUBLIC AGREEMENTS: Public agreements can never involve the traitor tokens in any way.

3.11 WAR EXHAUSTION

3.11.1 OVERVIEW: Some players do not like the fact that, under certain circumstances, a war can reach such immense proportions that it is almost completely invulnerable. Yet Rome can still survive the entire game by just paying the normal cost of the war and making sure the total wars never rise above 4. Below is an optional rule that tries to address this perceived problem.

3.11.02 ROME EXHAUSTED: Place a numbered Age 1 marker (much like in the Ageing Senator optional rules in 4.1) on every war in the mortality phase. On every subsequent Mortality Phase increase this age marker by 1. During the Combat Phase, if a War that has an age marker of 6 is not defeated Rome is exhausted and all the players lose.

3.12 OPTIONAL MIDDLE AND LATE SCENARIO SETUPS

3.12.1 OVERVIEW: While workable some players would like the games that begin in the Middle and Late Republic to feel more as if they were walking into an extension of the Early Republic or Middle Republic respectively rather than entirely new games. This replaces the sections 1.04.3 and 1.04.4 with the respective rules.

3.12.2: 1.04.3a OPTIONAL MIDDLE REPUBLIC SCENARIO SETUP: Remove all Concessions and black Senator Cards from the white deck. Deal out 3 Senator Cards and 1 Random Concession to each player from the white deck and place the remainder in the Curia. Randomly deal out three red cards from the white deck to each player. Remove the rest of the white deck. The undeveloped Province cards of Sicily, Illyricum, Sardinia-Corsica, Nearer and Further Spain, and Cisalpine Gaul are shuffled and randomly dealt one per player to be assigned to a Senator in his Faction of his choice with any leftover being placed in the Forum. The amount of each Governor's term (one to three years) is up to that player to decide. Six Legions are active in Rome. Otherwise, proceed as in the Early Republic scenario.

3.12.3: 1.04.4a OPTIONAL LATE REPUBLIC SCENARIO SETUP: Remove all Concessions and black Senator Cards from the White and Grey deck. Shuffle the Grey and White Senators together. Deal out 4 Senator Cards and 1 Random Concession to each player from the grey/white deck and place the remainder in the Curia. Randomly deal out three red cards from the combined white/grey deck to each player. Remove the rest of the grey and white decks. The developed Province cards of Sicily, Illyricum, Sardinia-Corsica, Nearer and Further Spain, and Cisalpine Gaul are shuffled and dealt one per player to be assigned to a Senator in his Faction of his choice with any leftover being placed in the Forum. The undeveloped Province cards of Narbonese Gaul, Cilicia-Cyprus, Greece, Africa, and Asia are likewise distributed. [In a six-player game, each player makes a TDR to determine the low roller who will not receive a Governorship.] The amount of each Governor's remaining term (one to three years) is up to that player to claim. All gray Law cards are placed in the Law space and considered in play except the Servilian and Acilian Laws which negate each other and are removed from play. Eight Legions are active in Rome. Otherwise, proceed as in the Early Republic scenario.

IV. CARD ERRATA

4.0 CARD ERRATA

4.1 Statesmen

- [1b] P. Cornelius Scipio Aemilianus Africanus – Replace the words “Spanish War” with “Spanish Revolt”.
- [7a] M. Fulvius Flaccus - He may claim the Land Commissioner Concession only during the Senate Phase any time after Prosecutions (he may claim it before Governorships). He can only claim the card if there is a Land Bill in effect at the time
- [18a] T. Quinctius Flaminus – Add the text: Cato faction loyalty: 0
- [29a] L. Licinius Crassus – Doubles only personal income and concession revenue
- [29b] L. Licinius Lucullus - His special ability is in effect only when he is not a Governor. If he "must" be recalled, then he automatically returns to Rome immediately after all required Senate actions next turn (after prosecutions and vacant governorships have been assigned). If the combat result is a standoff, a veteran legion is not created (unless he is a governor). A standoff still prevents a province from being attacked by the war in question.
- [30a] C. Pompeius Magnus - When determining minimum force (9.642) Pompey is considered to have a military ranking of 2. Roll again before every combat roll that he is involved in to determine his new military rating.

4.2 Laws

- Calpurnian Law When a senator does not have enough in his personal treasury to pay the fine, His faction treasury must pay. In unable to, his Popularity and Influence are reduced by an amount equal to the shortfall.
- Vatinian Law The governor may return to the province. He may leave move between the province and Rome any time during the senate phase, but if he moves, he must remain at his destination until the start of the next senate phase or until recalled. If the province is attacked in his absence, it gets no military ranking. A Corrupt governor is subject to prosecution on the turn he returns to Rome and every turn while he is Rome (and still governor). If still in office of governor and successfully prosecuted he is no longer considered corrupt (his term marker is flipped over) until he again accepts personal income. When a governor assigned to multiple provinces rebels he must pick only one province to rebel with him. If a senator rebels (as a governor or as a commander), any provinces he is governing by legate return to the forum.
- Julian Law This eliminates "No Recruitment" as well as "Manpower Shortage".
- Manilian Law The victorious commander does not attack the war in the revolution phase; nor does the war count as being prosecuted if a battle has not been fought. If a commander moves his force to an inactive War that War becomes active immediately. Note that a commander who uses this Law's power becomes a Proconsul in all respects and can therefore be recalled by the Senate.

4.3 Events

Rhodian Maritime Alliance	The fleets are disbanded at the end of the Combat Phase in which the current War (active or inactive) requiring the most fleets (Fleet Support Number + Modified Fleet Strength) is defeated. The Senate can only reject this card on the turn of the card's appearance, in which case the fleets are immediately returned. The card remains in the Forum until either rejected or the defeated War condition is met. If there are two wars requiring the most fleets then defeat of one of the wars will end the alliance. The Fleets provided by this event count toward the 25 Fleet counter limit.
Trial of Verres	Personal income can only be reduced to a minimum of 0; the state should not have to pay more as a result of this event.
New Alliance	When a war is discarded by multiple "New Alliance" events, provinces are still created. The war loses any "fleet victorious" status if shuffled back into the deck.

4.4 Wars

Cilician Pirates (Middle)	The actual name of this war should be 1 st Cilician Pirates, simply to differentiate it from the Cilician pirates in the Late Republic.
Cilician Pirates (Late)	The actual name of this war should be 2 nd Cilician Pirates, simply to differentiate it from the Cilician pirates in the Middle Republic. The following text is missing from the card: Victory creates Crete-Cyrene, Attacks: [Crete-Cyrene, Cilicia-Cyprus]
Social War	Does not activate inactive Wars that do not have a matching War listed on the card, such as Invasion of Britain, Invasion of Germany and Parthian War.
Germanic Invasions	Replace the description with: Narbonese Gaul is created during the Combat phase if a non-Governor commander, regardless of the result, attacks the war.

4.5 Provinces

Crete-Cyrene	Crete-Cyrene is created by either Ptolemy-Apion Bequest or defeat of 2 nd Cilician Pirates.
Bithynia-Pontus	Bithynia-Pontus can be created by normal development of Bithynia or by defeat of the 3 rd Mithridatic War. Wars that attack Bithynia-Pontus also attack Bithynia. If the 3 rd Mithridatic war is defeated Bithynia enters into play already developed into Bithynia-Pontus.

4.6 Enemy Leader

Viriathus	Matches the following wars: Numantine, Sertorian, and Spanish Revolts.
Trial of Verres	Trial of Verres - Personal income can only be reduced to a minimum of 0; the state should not have to pay more as a result of this event.

4.7 Intrigue Cards

Proscriptions	This card may be played by anyone, not just the HRAO.
Trial of Verres	Trial of Verres - Personal income can only be reduced to a minimum of 0; the state should not have to pay more as a result of this event.

V. EXTRAS

5.1 CIVIL WAR DECK

5.1.1 OVERVIEW: The Civil War Deck is a unofficial smaller extra deck which, in an extended game, replaces the Late Republic deck once it is exhausted. It is not recommended that this deck be used by itself.

5.1.2 CONTENTS OVERVIEW: The Civil War Deck contains 21 new cards: 2 Senators, 3 Statesmen, 1 Law, 10 Intrigue Cards, 3 Wars and 2 Events. There is also 1 new Province available.

5.1.21 SENATORS: The following Senators are included:

#	Name	Military	Oratory	Loyalty	Influence	Statesmen
31	Domitius	2	2	7	5	
32	Antonius	3	2	7	1	32A

5.1.022 STATESMEN: The following Statesmen are included:

#	Statesmen	Mil	Ora	Loy	Inf	Opposes (Loyalty=0)	Special Abilities	Pop
19B	Lepidus	4	2	8	4		Starts with a random unaligned Vet Legion	
26A	Thurinus	3	5	10	5	32A	1 free tribune/turn; +2 all naval battles	1
32A	Antony	5	2	6	5	26A	Starts with a random unaligned Vet Legion	1

5.1.23 LAWS: The following Laws are included:

Law	Effects
Military Command	Hereafter, A Proconsul and his army cannot be recalled by the Senate without his consent.

5.1.24 INTRIGUE CARDS: The following intrigue cards are included:

Intrigue	Amount	Details
Tribune	2	Same
Influence Peddling	1	Same
Assassin	1	Same
Secret Bodyguard	1	Same
Murder of a Tribune	1	Same
Assassination Conspiracy	1	Bodyguard cards cannot be played during your current assassination attempt. If successful, each of your senators lose Popularity and Influence equal to half (fractions rounded up) of the victim's Popularity. Your faction leader is immune to the assassination prosecution if it fails.
Scandal	1	Playable during the player's initiative in the Forum Phase. Instead of making your Persuasion Attempt a target senator of your choice loses DR Popularity. Not playable versus senators with oratory >=5. The player playing this card must have a Senator in Rome.
Ultimate Decree	1	Playable only when Civil Unrest is in play immediately after a Dictator is assigned. The Dictator gains 5 extra Influence and Tribunes cannot be played fro the remainder of this turn. Discard the "Civil Unrest" event. The player playing this card must have a senator in Rome.
Annexation of	1	Playable immediately after the last province (if any) has been assigned

Egypt		during the Senate Phase to force a vote on the creation of Egypt as a province. If it passes a governor must be elected to Egypt before any other proposals can be made. Otherwise it is discarded. The player playing this card must have a Senator in Rome.
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5.1.25 WARS: The Following Wars are included:

War	Str.	D/S #s	Spoil	Attacks; Special	Active
Invasion of Partha	18/0	D11, S14	40T		No
Cantabrian War	10/0	D18, S12	15T	Further Spain, Nearer Spain	No
Dalmation War	8/0	D16, S18	15T	Illyricum	No

5.1.26 EVENTS: The Following Events are included:

Event	Effect
Civil Unrest	+2 to Unrest during each Population Phase. A Dictator may be appointed/elected when Mob Riots is in play regardless of the war situation. Discard with "The Ultimate Decree" intrigue card is played.
Republic Restored	General dissatisfaction within Rome leads to the revival of the Senate and republican power. All rebels are killed. The game immediately ends. The faction with the most combined influence wins. As an optional rule this card may be left out to produce a "natural" ending to the game.

5.1.27 PROVINCES: The following Provinces are available to be created:

Province	UNDEVELOPED					DEVELOPED				
	Per. Income	State Income	State Taxes	Avg. Per. Income	Avg. State Income	Per. Income	State Income	State Taxes	Avg. Per. Inc.	Avg. State Inc.
Egypt	Starts developed and never becomes undeveloped.					dr +7	DR +3	60	10.5	10
Province	Frontier	Undev. Str. Base, Max Forces	Dev. Str. Base, Max Forces	Created By	Attacked By					
Egypt	No	-	3/7, 8/13	Egyptian Annexation	Alexandrine War					

5.1.3 CHANGES TO LAWS: When using the Civil War deck the following laws can no longer be discarded from a player's hand: Gabinian, Manilian, and Vatinian. Upon the drawing of the first card from this deck players who are still holding these Laws MUST play them immediately.

5.1.4 GOVERNOR RECRUITMENT: A Governor in a province at the end of the Senate phase may recruit 1 Legion from his Personal or Faction Treasury to use as a Garrison for that Province.

5.1.5 LEGION LOYALTY: Same as the Late Republic except every talent spends gives +2 to the die roll with a maximum modification +2 to the die roll.

5.1.5 RANDOM EVENTS: The following random events are used for the Civil War Period:

- 3 Roman Auxiliaries Desert
- 4 Epidemic
- 5 Storm at Sea
- 6 Natural Disaster
- 7 Barbarian Raids
- 8 Ally Deserts
- 9 Drought

- 10 Evil Omens
- 11 Internal Disorder
- 12 Mob Violence
- 13 Manpower Shortage
- 14 Enemy Ally Deserts
- 15 Trial of Verres
- 16 Allied Enthusiasm
- 17 New Alliance
- 18 Enemy Mercenaries Desert

5.1.05 REPUBLIC RESTORED: Unlike the standard game this Deck uses an event to end the game immediately. As an alternative this card can be left out of the deck and the game can end normally.

5.2 PLAYER'S NOTES

5.2.1 NOVICE

Here you stand, wide-eyed and innocent, about to leap into your first game of *REPUBLIC OF ROME*... the Early Republic scenario to boot. Good, it's the toughest! You barely grasp the rules, but it is clear to you that this is not your average wargame. If you are playing with experienced players, well, Bunky, you're dead meat. Just try to pick an ally and stick with him for a while. As long as you're making yourself useful, he'll probably throw you an occasional bone. You probably won't win, but at least you'll have a say in who does. And who knows, maybe you'll get lucky. You can also improve your chances by keeping the following pointers in mind:

1. Stick together! Unlike your average user-friendly game, this one's a killer. It's designed to tempt you and drag you down to your demise. Novices who play too aggressively will soon find themselves facing the choice of a glorious death on the spears of a hostile phalanx or a somewhat more sordid one at the hands of an angry mob.
2. Knock off the Punic and Macedonian Wars as soon as possible with as much force as you can bring to bear. Don't get cute. If you fool around with Stalemates until Matching Wars or Hannibal appear, all the co-operation in the world may not be enough. There is time enough to be devious once Carthage has been eliminated.
3. Build a big army early. Manpower shortages always seem to occur when the active war count reaches critical mass.
4. Use your own funds to throw games—lots of them. This is better for the health of the State than land bills, and will make fewer enemies.
5. Don't let Concessions sit in the Forum or your hand unused. Pass them out freely in exchange for favors. Above all, don't play them on yourself until you've established your Popularity or guaranteed control of the Censor unless you want to get a first hand view of the receiving end of a Prosecution. (Of course, if everyone else plays their concessions then perhaps it is safer)
6. Try to win the game on points by exhausting the deck with a healthy Rome. Other methods are too volatile for a newcomer.
7. Don't allow the others to take extra Initiatives cheaply, but insist on them yourself only when you have something to gain such as another Persuasion Attempt versus an attractive and vulnerable Senator. Otherwise, bank the difference while your opponents spend their money.
8. Beware the Temporary Rome Consul. As the only Senator with prior Consular experience he automatically becomes Censor on turn 1. Allowing his faction to continue in power may give him too big a lead to overcome. He may offer great payments in exchange for the necessary votes to retain a consulship among his faction. Don't let him do it cheaply.

9. Stick together! I said it before but it bears repeating. Don't make early enemies. Like RISK, the game is rarely won in the early going. With reasonable precautions, it should take at least six turns before anyone is in position to win. Bide your time and wait for your opportunity. (*Did he just compare this to RISK?! –JR*)

5.2.2 INTERMEDIATE

Now that you've played a few games, you're probably ready to start cutting some throats, so let's get a bit more specific.

1. Use your power as Rome Consul like a surgeon uses a scalpel. Think ahead. You should always have a plan not only for what you want to accomplish in this Senate Phase, but the next one as well. By increasing your Popularity now or sending an opponent off to a province, you may make one of your Senators a likelier candidate for Consul next turn. You have tremendous power in your ability to put bills on the floor and control the order of voting. Always make your opponents vote first and your friends vote last. As Consul, you should always have money in your Personal Treasury with which to carry close votes.

2. When making proposals, combine Governorships or Concession measures into a single bill to gain widespread support for their passage. Don't be timid. Make offers. Politics is a game of greed at any level and every politician has his price. Don't be afraid to cut yourself out of the deal in exchange for promised votes on other measures. Spend your Intrigue cards as bribes in exchange for needed votes or support. There is always a way to get what you want by creating the right circumstances.

3. If you have the best General, use him to win an early victory and then withdraw him from politics. You can then be a bit of an Obstructionist, voting against raising armies and the like in the hope that an unstable State will be forced to seek your services. A Dictator can often write his own ticket while fending off disaster.

4. Avoid the appearance of being in the lead. Even the weakest player can be in the best position as a compromise candidate when others are chasing a dominant faction. If cut out of the action by a dominant coalition, kill them with kindness. . . pick one leader and shower him with support. Only by creating a clear leader can you weaken his coalition and unite all against him.

5. Don't look at a Governorship as an exile. It allows you to build a power base while relatively free of the dangers of being in Rome. Verres boasted that a third of his loot was reserved for his prosecutors, a third for the jurists, and a third for himself. A large Faction Treasury transferred to the returning Governor's Personal Treasury upon his return to Rome can buy a lot of friends if need be.

6. Spend early cash to attract Knights. Spend late cash on bribes.

5.2.3 ADVANCED

By now you have realized, as one tester told me, that this game makes most look like CHUTES & LADDERS. I designed it for those who think DIPLOMACY is too tame. There are many subtle ways to gain advantage over even experienced players. Here are but a few:

1. Only in the Late Republic Scenario should you plan on a victory by conquest. Only in this scenario is it easy to get the necessary Legion allegiance to a Commander vs the State. However, because of this and the lessened strength of foreign Wars, the Senate should be reluctant to entrust any Commander with a dominant Army. To overcome this, you'll need to build a large Faction Treasury and pass the necessary Laws when you're ready to strike.

2. Use the power of the Censor. Always prosecute vulnerable Senators. Even the threat of prosecution is worth something. . . get value for your promise to withhold prosecution.

3. Always add to your Faction Treasury. It is the only thing that can't be taken from you in a changing environment and it is the only source of power that cannot be readily counted and used against you.

4. Think deviously. So you want to be Censor. You can afford to be generous. Nominate your rival as Censor, but vote last. If it looks as though he will be elected, veto the proposal. One less candidate to worry about and if yours is the last eligible candidate, well...

5. Once an opposing Senator reaches 21 Influence always be wary of a Consul for Life vote. Keep funds in your Personal Treasury to combat any such vote. If you have such a Senator, look for opportunities to swing such a vote by sending influential Senators out of Rome to fight wars or govern lucrative Provinces.

6. Go easy on the assassinations. They were not prevalent in Roman history and for that reason the penalties for invoking them have been made especially severe. In a well-played game, a player never plans to be an assassin . . . rather he plans how to force another player to be the assassin. For example, during a Consul For Life vote, which appears as though it will be successful, the HRAO wields tremendous power by determining the order of vote. The last opposing player called upon to vote will have the choice of being an assassin or allowing the game to end. The faction with the most to lose should be forced to sit in that uncomfortable seat.

7. Use your imagination. There is no such thing as a bad Intrigue card, only bad players. For example, on the surface, the Julian Law card would seem to be detrimental to the faction, which plays it. But when the Land Bills are exhausted, the Unrest Level is high, and a Manpower Shortage is in effect how much will your fellow players pay to see this card fall? Surely the next Consulship/Censorship can be yours.

8. Be flexible. There are many ways to win and the best ones are the least obvious. Just because one plan fails, all is not lost. An epidemic can turn a have-not into the new leader in a single turn. A player is never out of *REPUBLIC OF ROME* as long as he doesn't give up.

Robert Haines

VI. PBEM GAME

6.1 PBEM GUIDELINES

These rules only cover PBEM games that are to be hosted by a GM. PBEM games without a GM will have to modify the below rules. Keep in mind that PBEM works a little different than the standard FtF (Face to Face) game. The important changes to the game are listed below as well as a detailed Sequence of Play after that.

DEFAULT MOVES

Rather than slow the game for a missing or incorrect move the GM will exercise series of "Default Moves" as the general guideline for resolving any such problems. Remember, these are only guidelines, and the GM is free to sidestep them in the interests of the game as a whole. The GM, of course, is always considered to be impartial.

ALTERNATE PROPOSALS

In order to speed up the game when the HRAO votes for a nomination he must provide an alternate nomination for the appropriate Office. If a proposal fails or is vetoed and there is NOT an alternate candidate listed the GM will instead immediately nominate a candidate acting in the interest of Rome. Depending upon the relative importance of the next order the GM may (at his discretion) allow the HRAO to submit another proposal in a shortened amount of time (e.g. 24 hours).

FORUM PHASE

The GM resolves and announces resolution of simultaneous initiatives from each player. Though players can give conditional orders based upon their turn order from the HRAO, all orders are still received at once and resolved by the GM in turn order without further input from the players. The Default turn order begins with the HRAO and proceeds clockwise around the board.

PERSUASIONS:

If the player wishes to make a Persuasion Attempt he announces it to the GM, during the forum phase, which of his senators is attempting to persuade which other senator (aligned or unaligned) and how many talents he is initially spending.

During persuasion attempts the following happens:

The Attacker secretly sends the GM the following information:

1. the maximum talents he is willing to spend
2. the minimum Base number he will spend extra talents for

Every other player secretly sends the GM the following information:

1. the maximum talents he is willing to spend
2. the senator he is supporting (if he is not directly involved)
3. the minimum (or maximum) Base number he will spend extra talents for.

This should be enough information for the GM to go on and make a persuasion roll. If the persuader wishes to use a Blackmail or Seduction card everything is MUCH simpler and this procedure is not necessary.

EXAMPLE: Player A tells the GM that during the forum phase his Cornelius will attempt to persuade Player C's Fabius with an initial bribe of 3 Talents. Cornelius has 3 Oratory/20 Influence/10 Talents and Fabius has 9 Loyalty/1 Talent. Fabius' value is 17 (9 Loy + 7 Align + 1T); Cornelius' value is 26 (20 Inf + 3 Ora + 3T). At this point the base needed to persuade is 9 (the best he can do). At the same time that Player A also states to the GM that he will spend at most another 6 Talents if he can get the base to at least 8.

The GM then announces the attempt.

Player B privately tells the GM he is not getting involved. Player C privately tells the GM that he will be adding at most 5T from his faction treasury if he can get the base below 7. Player D tells the GM the he will help Player C and add at most 5T if he can get the base below 6. The GM now figures it all out (extreme example):

1. Base starts out at 9
2. player B is not involved
3. player C adds 3T against to make the Base 6
4. player D adds 1T against to make the Base 5
5. player A adds 3T for to make the Base 8
6. player B is not involved
7. player C adds 2T against to make the Base 6
8. player D adds 1T against to make the Base 5
9. player A adds 3T for to make the Base 8
10. player B is not involved
11. player C does not add because he has spent all he was willing to spend
12. player D adds 3T against to make the Base 5
13. player A adds 3T to make the Base 8
14. player B is not involved
15. player C has spent all he was willing to
16. player D has spent all he was willing to
17. GM makes a persuasion roll of 9 so Fabius stays with Player C and is 22 talents richer! Player A probably should have stated that he would add talents to get at least a 9. Remember other than seeing the roll the amount of talents spent by everyone is not public.

Remember this process is only used for ALIGNED senators.

SENATE PHASE

Like the Forum phase all orders are received at once and proceed in voting order. The HRAO may always specify (during the proposal or while submitting his vote) what the voting order will be. [The voting order is not public.](#) Players can then submit conditional voting orders. The Default voting order begins with the player to the right (or below) the HRAO and proceeds clockwise ending with the HRAO. Minor motions (1.09.68) which do not directly affect the game will not be allowed in order to cut down on the amount of work by the GM.

PROSECUTIONS

Unlike the live game, the Prosecuting Senator does not have to agree to the prosecution to be named Prosecutor. However, if [the prosecutor](#) votes that the Accused is innocent, the Accused is automatically set free immediately without use of Tribunes or Appeals. By voting that the Accused is guilty, the prosecuting senator accepts his role.

TURN ORDER / VOTING ORDER

Unlike FtF where players may interrupt the Senate Phase at any moment to play a Card or attempt an Assassination, in PBEM players are not penalized for not being “quicker” than others, rather the Turn or Voting order designs whose card/assassination take precedence. Turn Order is always defined as player order starting with the HRAO and traveling clockwise around the board. Voting order, however, can be specified by the HRAO during the senate phase (see Senate Phase above). The Default voting order begins with the player to the right (or below) the HRAO and proceeds clockwise ending with the HRAO

CARD PLAY

All card play (except Tribunes) will resolve in turn order. In this manor there will not be extraneous emails for every single card played, but rather those who play cards will have them resolved turn order with the results listed before the votes are announced (with the exception of tribunes which can instead be revealed before the actual player’s vote, see Tribunes below).

ASSASSINATIONS

The same is also true for assassination attempts. They will be resolved with cards during a normal phase in Turn Order. If two players try to assassinate the same Senator the GM will use the one closest to the HRAO in clockwise order. Unlike a normal game the assassinating faction need not reveal himself to anyone but the GM. This is obviously not going to apply if the assassin is caught or an assassin card is played by the faction.

TRIBUNES

Unlike other intrigue cards that are resolved in turn order before votes are called (if in the senate phase), Tribunes may instead be resolved in voting order before the players vote. Thus If two players play a Tribune in the same phase to initiate a proposal and both specify that they will tribune during right before their actual votes, the GM will reveal the votes one by one until he comes to the first player in voting order playing a Tribune. This GM then interrupts the vote and initiates the Tribune. Votes and Tribunes further along the voting order are discarded and not revealed. All vetoes work the same way.

How ever a Tribune need not be played this way. If not specified or desired the Tribune will be played like any other intrigue card and will take effect BEFORE any actual votes are revealed. This is the default action.

When resolving a Tribune to initiate a proposal the voting order is the default voting order – neither the HRAO nor the player of the tribune can change this (this is to save time)

LAND BILLS

Those that do not submit recorded votes for Land Bill votes will always have been considered to vote in favor of the Land Bill. When a person proposes a Land Bill he need not select senators from his own faction to be the sponsor or co-sponsors to the bill. However if the Co-sponsor or the Sponsor votes against the land bill it is assumed that they do not accept their rolls and the Land Bill fails immediately.

DOCKETING

Docketing is the procedure of grouping together proposals to be voted in order with each proposal usually reliant upon the preceding one. All proposals can still be vetoed or Tribune Cards can be inserted into the voting order causing any further proposals to be invalid. This voting procedure allows PBEM games to go faster at the expense of added complexity and a hampering of the powers of the HRAO who is making the proposals. This procedure, if implemented, should only be utilized in the “Other Business” Phase (16).

6.2 PBEM SEQUENCE OF PLAY

1) Mortality/Revenue

Announcements: Mortality chit is drawn, players notified of death(s). Total faction incomes announced. Governors reaching their term limits return. Current State Treasury Announced.

Orders Requested: Allocation of revenue between faction and personal treasuries. Any exchange of Talents between players occurs. Contributions to State should be stated. Payment of Rebel forces should be allocated.

Default: All new revenue is placed in the faction treasury; all existing personal treasuries remain unchanged. Faction accepts all donated Talents. Faction will not contribute to the state.

2) Forum Phase

Announcements: Contributions to the State are announced. Final State Treasury announced. Desertions from Rebel army due to non-payment are announced.

Orders Requested: Amount to spend on Knight Attractions (1T-5T). Persuasion attempts to be made and any initial Talents spent by the persuader must be specified (if any). The Persuader must also specify if he might be willing to spend more or if this is his limit. If the Faction would like to either sponsor games OR change their faction leader. Amount to spend to bid on another initiative if playing with 5 players.

Default:

- A) No Persuasions attempted except vs. unaligned Senators with no money spent.
- B) Knight attraction attempt made with no money spent randomly determined.
- C) No Faction leader change or Games sponsorship. If the Faction is currently without a faction leader, the Senator with the most influence will be so named.
- D) Default Initiative bid – 0

3) Resolution of Persuasion attempts (If needed)

Announcements: Non-frivolous persuasion attempts declared.

Orders Requested: Amount to personally spend from the faction treasury to defend your own aligned Senator under attack. Amount to spend from the personal treasury of the attacking Senators (if any left) and what your desired “to hit” base number will be (see PBEM changes above for more info). Amount to spend from non-aligned factions in defense of the Senator and the desired “to hit” base number. Amount to spend to bid on another initiative if playing with 5 players.

Default:

- A) Default Defense of Senator – Spend enough faction treasury to reduce the “to hit” number to 1.
- B) Default Attack of Senator – Spend enough personal treasury to increase the “to hit” number to 9.
- C) Default Defense of non-aligned Senator – Spend Nothing
- D) Default Initiative bid – 0

4) Resolution of 6th Initiatives (If needed)

Announcements: Results of Persuasion attempts. Who won the initiatives and what each senator paid.

Orders Requested: Forum orders as per 2 from the winner

Default: Same as 2

5) Resolution of 6th Initiative's Persuasion Attempt (If needed)

Announcements: Same as 3

Orders Requested: Same as 3 except no initiative bid.

Default: Same as 3

6) Population Phase

Announcements: Result of Persuasion attempts. Revival of Concessions, Senators and the Deaths of Enemy Leaders are announced. Results of Population Phase are announced.

Orders Requested: Current HRAO nominations for consuls and requested order of voting.

Default: GM makes nominations by random selection of all available senators, order of voting clockwise from HRAO.

7) Consul Nomination Phase

Announcements: Consul Nominees

Orders Requested: Votes and conditions for nominations, alternate nominations for consuls from the HRAO. Preferences are accepted for which consular post the nominees wish to hold.

Default: A non-voting player will abstain. GM will nominate two random alternatives if it fails. GM will randomly decide consular post allocation if there are no responses. If only one response for preference of post it will be granted.

8) Consul Elections Phase

Announcements: Results of Consular elections – if proposal fails alternatives are proposed (redo step 5).

Orders Requested: Request nomination for Pontifex Maximus from HRAO (if post is vacant) (go to step 7 immediately). Otherwise the new consuls either submit a proposal for a Dictator jointly (go to 10) or the HRAO Submits a nomination for EITHER Dictator (proceed to step 11 immediately) or Censor (proceed to step 13 immediately).

Default: GM decides nominations randomly by those available.

9) Pontifex Maximus Nomination (if needed)

Announcements: Nomination for Pontifex Maximus.

Orders Requested: Votes for Pontifex Maximus, Alternative Nominee requested from HRAO.

Default: GM decides nominations randomly.

10) Pontifex Maximus Elections (if needed)

Announcements: Results of Pontifex Maximus vote. If defeated alternate is proposed (go back to 9).

Orders Requested: The new consuls either submit a proposal for a Dictator jointly (go to 13) or the HRAO Submits a nomination for EITHER Dictator (proceed to step 11 immediately) or Censure (proceed to step 13 immediately).

Default: GM decides nominations randomly

11) Dictator Nomination (If needed)

Announcements: Nominations for Dictator.

Orders Requested: Votes for Dictator, Alternative Dictator or Censure requested from HRAO.

Default: No Dictator.

12) Dictator Elections (If needed)

Announcements: Dictator election Results. If proposal is shot down it is announced if another Dictator is being nominated (redo step 11 immediately), or a Censor (proceed to step 13 immediately).

Orders Requested: Dictator (now HRAO) appoints Master of Horse and provides nomination for Censor.

Default: GM decides nominations randomly

13) Nomination for Censor

Announcements: Master of the Horse appointment (if necessary) and Censor Nomination.

Orders Requested: Votes for Censor. Nominee submits list of potential prosecutions and prosecutor(s) (if any). Alternative Censor Nomination from HRAO requested along with the next order of business to be voted on after any Prosecutions.

Default: No Prosecutions (proceed to step 15 immediately). Otherwise go to 14.

14) Censor Results / Prosecutions

Announcements: Results of Censor vote disclosed. If defeated proceed immediate back to step 13. If no prosecutions are announced go immediately to step 16, otherwise announce prosecutions and continue.

Orders Requested: Votes for BOTH prosecutions (if applicable). Accused submits his intent to vote, go into exile, or appeal to the people. HRAO need to submit the next order of business to be voted on after any Prosecutions if still needed.

Default: Abstain if no vote cast. Accused will vote against with no popular appeal. The Prosecutor will abstain (which will cancel the prosecution).

15) Next Order of Business Proposal (This step will repeat as long as necessary.)

Announcements: Verdict in any prosecutions. Results of Next Order of Business vote given (if applicable). Next Order of business is announced or the Senate is adjourned.

Orders Requested: Votes for the Next order of business, Request for HRAO to provide another next order of Business (repeat this step) or to adjourn the senate.

Defaults: Next order of Business. The HRAO must first proposes and assign all the available provinces governors (may be grouped together). Other common proposals (in any order):

- a) Recruitment and/or deployment of forces to war or to garrison a province
- b) Concession Assignments (may be grouped together)
- c) Replacement of Governors
- d) Removal of the Pontifex Maximus (2/3rds majority vote needed)
- e) To install or repeal Land Bills
- f) Recall of Proconsuls
- g) Recall of exiled Senators
- h) Consular For Life proposal

16) Combat Phase

Announcements: Destroyed Concessions are announced. War results arrive.

Orders Requested: Requested Statesmen and Concessions to be played are requested. All trading of cards between players are requested. March/Revolt Orders (conditional or not conditional) are requested. Excess cards to be discarded requested.

Defaults: No trading or playing of cards. No Revolts - all Forces return home.

17) Revolution Phase

Announcements: March/Revolt/Rebel orders/defections announced (including amount of money spent by a player to attempt a revolt). Played Concession & Statesmen Cards Announced.

Proceed immediately back to step 1!

VII. CARD MANIFEST

For those new players who aren't lucky enough to actually own Republic of Rome (due to it's out of print status value which is quite high), below is an entire card manifest (errata included). Variant Decks (i.e. Civil War) cards are included for completion; however variant changes to the original cards have not.

7.01 EVENTS

7.01.101 ALLY DESERTS

(Front): Roman allies are wavering. All battles fought this turn with an even TDR will result in a temporary increase to the War card's strength for this turn equal to the roll of the colored die. Remove at start of next Forum Phase.

(Back): Roman troops are shaken. All battles fought this turn with an even TDR will result in a temporary increase to the War card's Strength for this turn equal to the roll of the white dice. Remove at the start of next Forum Phase.

7.01.102 ALLIED ENTHUSIASM

(Front): State gets 50 Talents in the Revenue Phase. Remove at start of next Forum Phase.

(Back): State gets 75 Talents in the Revenue Phase. Limit of 75T per turn. Remove at start of next Forum Phase.

7.01.103 BARBARIAN RAIDS

(Front): Barbarian incursions along the frontier threaten the outlying Provinces. At the START of the next Revenue Phase, the Governor of each underscored (frontier) Province with a solid black border silhouette must make a Raid DR ≥ 15 after adding the existing Military Force of the Province to prevent an Overrun. The Province's Military Force vs Raids is its printed Strength plus two for each Garrison Legion, plus 1 for each Provincial Army, plus the Military Rating of the Governor (regardless of his Province's forces). An Overrun results in the loss of all revenue from that Province that turn plus force losses equal to the colored dr of the Raid DR (up to the maximum of forces present in the Province). In addition, an Overrun Developed Province reverts to its gray undeveloped state. No Development dr can be made that turn. The Governor is killed only as a result of a Mortality chit drawn due to force loss (10.8) caused by an Overrun. However, in this case, the number of Mortality chits drawn is not dependent on actual units lost, but rather is equal to the colored dr of the Raid DR.

(Back): Just like above except Governors must make a Raid DR ≥ 17 (rather than 15).

7.01.104 DROUGHT

(Front): Drought increases the Unrest Level by one at the start of the next Population Phase. During the next Revenue Phase, income on grain concessions may be doubled, but any Senator who collects doubled income loses two Popularity. If Pirates (and/or certain Wars which also create "man-made" Drought conditions) are also in play at the same time as a Drought, grain concession income and the Popularity penalties for collecting it are increased by one multiple in each instance. Manmade droughts which are not Events, but part of an ongoing War are not necessarily one-turn conditions- they are continuous until the Pirates/War are defeated. Should a third Drought occur during the same turn, place a "3" marker on the pink Drought card to symbolize its increased severity.

A player does not have to collect increased revenue for his Grain concession; he may always opt to collect less to reduce the impact on his Popularity correspondingly.

EXAMPLE: A Drought and a Pirate card are in the Forum. The Unrest Level will increase by two at the start of the Population Phase. Any Grain concession income is tripled. A Senator taking this tripled income loses three Popularity. If the Sicilian Slave Revolt is also drawn, the Unrest Level will increase by three instead of two, and potential Grain Concession income will be quadrupled at the cost of -4 Popularity. If both Pirates, a Drought, and the Sicilian Slave Revolt are drawn, the Unrest Level will increase by four and the potential Grain Concession income will be quintupled at the cost of -5 Popularity.

(Back): Increases the Unrest Level by one. Cumulative with more Droughts.

7.01.105 ENEMY LEADER DIES

(Front): Any one enemy Leader in play at the end of the Forum Phase of the HRAO's choice is discarded. Not applicable to Rebel Senators. Remove at start of next Forum Phase.

(Back): Disheartened by the loss of their Leader, the largest current matching war of that Leader sues for peace. The State receives half of any Spoils of War (fractions rounded down) and shuffles the War card back into the deck. Not applicable to Rebel Senators. This is in addition to the death as per the front of the card. Remove at start of next Forum Phase.

7.01.106 ENEMY'S ALLY DESERTS

(Front): An Ally of the enemy is wavering. All battles fought this turn with an odd TDR will result in a temporary decrease to the War's Strength for this turn equal to the roll of the colored die. The minimum strength it can be lowed to is 0. Remove at start of next Forum Phase.

(Back): An Ally of the enemy is wavering. All battles fought this turn with an odd TDR will result in a temporary decrease to the War's Strength for this turn equal to the roll of the white die. The minimum strength it can be lowed to is 0. Remove at start of next Forum Phase.

7.01.107 EPIDEMIC

(Front): A new Mortality Check (1.05.1) is made by drawing six Mortality Chits. Only those Senators currently in Rome can be affected.

(Back): Foreign epidemic also occurs that kills only the first Governor, Proconsul, Exile, Captive or rebel drawn who is currently away from Rome. Draw a maximum of six chits for foreign epidemics, as for the first epidemic, but stop after the first death.

7.01.108 EVIL OMENS

(Front): Evil portents suggest the Gods are not amused, and Rome suffers a year of bad luck. The State Treasury must immediately pay 20 Talents for sacrifices and Temple repair, and until the next Forum Phase one must be subtracted from EVERY die and dice roll except the Initiative DR (1.07.2), and further rolls on the events table. [Exception: One must be ADDED to Persuasion Attempts (1.07.41)]. Remove at start of next Forum Phase.

(Back): Further Evil Omens in the same turn do not increase the Talent payment, but do increase the adverse dice modifiers by 1. Remove at start of next Forum Phase.

7.01.109 INTERNAL DISORDER

(Front): Each undeveloped (gray) Province has no Revenue in the next Revenue Phase and may not attempt an Improvement dr (1.06.16). The Governor of each undeveloped Province must make a DR > 4 at the start of the Revenue Phase (following resolution of any Barbarian Raids) to prevent a Revolt. The Governor receives a +1 DRM for each Garrison Legion he has. A successful Revolt kills the Governor and his Garrison and moves the Province card to the Forum as an active War along with any Provincial forces it may already have. Remove at start of next Forum Phase.

(Back): Same as above except the Governors must now make a DR < 5. Remove at start of next Forum Phase.

7.01.110 MANPOWER SHORTAGE

(Front): The cost of raising new Legions and Fleets during this Game Turn is doubled to 20 Talents each. If an additional Manpower Shortage is in effect due to the Population Table or a previous Manpower Shortage Event in the same turn, the cost is increased by 10 Talents for each instance. If a third Manpower Shortage occurs in the same turn, place a "3" marker on the card and the cost increases to 40 Talents each. Remove at start of next Forum Phase.

(Back): The cost is now increased by 10 Talents for each Manpower Shortage. If a third Manpower Shortage occurs in the same turn, place a "3" marker on the card and the cost increases to 40 Talents each. Remove at start of next Forum Phase.

7.01.111 MOB VIOLENCE

(Front): Draw Mortality chits equal to the current Unrest Level. Deaths are applicable only to those in Rome whose Popularity is < the unrest level. Remove at start of next Forum Phase.

(Back): Draw Mortality chits equal to the current Unrest Level plus a dr. Deaths are applicable only to those in Rome whose Popularity is < the unrest level +1. This is in addition to the first (front) effects). Remove at start of next Forum Phase.

7.01.112 NATURAL DISASTER

(Front): The State Treasury must immediately pay 50 Talents for relief. A dr must be made and the indicated Concession must be returned to the Curia face down. If the rolled Concession is already destroyed or inactive there is no additional effect.

(Back): Only one Natural Disaster requiring a 50 Talent payment may occur per turn, but if a second Natural Disaster event is rolled, a second Concession must be destroyed by making another dr on the Natural Disaster card.

7.01.113 NEW ALLIANCE

(Front): Neutral sides with Rome – tilting the balance of power. Enemy sues for peace. Applicable only to War/Revolt of HRAO's choice at the end of the Senate Phase. State collects half of any Spoils of War (fraction rounded down). Return War to deck for reshuffle. If the selected war is a Pretender Province (7.01.114) the revolt is completely defeated.

When a war is discarded by multiple "New Alliance" events, provinces are still created. The war loses any "fleet victorious" status if shuffled back into the deck.

(Back): As (front) but war card is instead discarded and State collects all Spoils of War. Not usable vs. Revolt.

7.01.114 PRETENDER EMERGES

(Front): When the next Active War card appears, a randomly selected Province immediately revolts. The Governor is killed unless his Legion Garrison immediately attacks the Province. Any result but Victory will move the Province card to the Forum as an active Revolt whose Strength is increased by any Provincial forces thereon. Do not remove prior to Revolt.

(Back): As (front) except the Governor and any Legion(s) Garrison are killed outright. Do not remove prior to Revolt.

7.01.115 REFUGE

(Front): The next Enemy Leader killed by a Victory will instead be given Refuge by the next War/Revolt card drawn. That Leader may remain in play and aid that Refuge War/Revolt but is eliminated when that card is defeated. This Event remains in play until used.

(Back): The Enemy Leader will automatically active all Wars/Revolts in play and aid them until he is defeated. This Event remains in play until used.

7.01.116 RHODIAN MARITIME ALLIANCE

(Front): The State receives eight free Fleets. Only Maintenance costs in subsequent Revenue Phases apply. Eight fleets (or all Rome has; whichever is less) must be disbanded at the end of the current War requiring the most Fleets. This card can be rejected by a vote of the Senate in the upcoming Senate Phase to avoid maintenance costs.

The fleets are disbanded at the end of the Combat Phase in which the current War (active or inactive) requiring the most fleets (Fleet Support Number + Modified Fleet Strength) is defeated. The Senate can only reject this card on the turn of the card's appearance, in which case the fleets are immediately returned. The card remains in the Forum until either rejected or the defeated War condition is met. If there are two wars requiring the most fleets then defeat of one of the wars will end the alliance. The Fleets provided by this event count toward the 25 Fleet counter limit.

(Back): As above except twelve free fleets are provided instead of eight. Not cumulative with (front).

7.01.117 STORM AT SEA

(Front): Roman Fleets (deployed or not deployed – not provincial) equal in number to a DR are eliminated (up to a maximum of those currently existing). There is no effect on Legions although some may have to be withdrawn to Italy for lack of support if sufficient additional Fleets cannot be raised during the Senate Phase. A storm has no effect on the construction of new Fleets. The HRAO has the final word on which fleets are destroyed.

(Back): Exactly as front (cumulative).

7.01.116 TRIAL OF VERRES

(Front): Successful Prosecution of corrupt Governor discourages Provincial misgovernment. During the next Revenue Phase the State Income from every Province is increased by 3T. Governor Personal Income is decreased by the same amount. Personal income can only be reduced to a minimum of 0; the state should not have to pay more as a result of this event. Remove at start of next Forum Phase.

(Back): Exactly as front except the amount is 5T instead of 3T.

7.02 PROVINCES

7.02.1 PROVINCIAL INCOME

Province	UNDEVELOPED					DEVELOPED				
	Per. Income	State Income	State Taxes	Avg. Per. Income	Avg. State Income	Per. Income	State Income	State Taxes	Avg. Per. Inc.	Avg. State Inc.
Cisalpine Gaul	dr-1	dr-1	15	2.5	2.5	dr+3	DR-1	20	6.5	6.0
Further Spain	dr-3	dr-1	10	0.5	-4.5	dr-1	dr-1	15	4.5	2.5
Illyricum	dr-3	-dr-1	5	0.5	-4.5	dr	dr	15	3.5	3.5
Nearer Spain	dr-2	-dr+1	10	1.05	-2.5	dr+2	dr+1	10	5.5	4.5
Sardinia-Corsica	dr-5	-dr-1	30	-1.05	-4.5	dr-1	-dr+1	40	2.5	-2.5
Sicily	dr	DR-2	20	3.5	5.0	dr+4	dr+2	30	7.5	5.5
Africa	dr-1	DR-4	35	2.5	3.0	dr+3	dr+1	50	6.5	4.5
Asia	dr+2	DR-3	10	5.5	4.0	dr+6	DR+3	20	9.5	10.0
Cilicia-Cyprus	dr-4	-dr	30	-0.5	-3.5	Dr	-dr+3	40	3.5	-0.5
Greece	dr+1	DR-2	10	4.5	5.0	DR-1	DR+2	20	6.0	9.0
Narbonese Gaul	dr-3	dr-3	10	0.5	0.5	dr+1	dr+1	30	4.5	4.5
Bithynia	dr-4	dr-2	15	-0.5	1.05	dr+2	dr+2	20	5.5	5.5
Crete-Cyrene	dr-1	dr-2	20	2.5	1.05	dr+1	dr+2	30	4.5	5.5
Syria	dr-1	dr	10	2.5	3.5	dr+3	dr	20	6.5	3.5
Transalpine Gaul	dr-4	dr-5	10	-0.5	-1.05	dr	dr+1	20	3.5	4.5
Egypt	-	-	-	-	-	dr +7	DR +3	60	10.5	10

7.02.2 PROVINCIAL CREATION/WARS

Province	Frontier	Undev. Str. Base, Max Forces	Dev. Str. Base, Max Forces	Created By	Attacked By
Cisalpine Gaul	Yes	1/0, 5/0	2/0, 10/0	1 st Gallic War	Gallic Wars, Germanic Migrations, 2 nd Punic War
Further Spain	Yes	2/0, 5/0	4/0, 10/0	2 nd Punic War	Sertorian & Spanish Revolts, Cantabrian War
Illyricum	Yes	2/0, 5/0	4/0, 10/0	Illyrian Wars	Macedonian Wars, Germanic Migrations, Dalmation War
Nearer Spain	Yes	1/0, 5/0	2/0, 10/0	2 nd Punic War	Sertorian & Spanish Revolt, Numantine War, Cantabrian War
Sardinia-Corsica	No	0/0, 0/3	1/0, 1/5	1 st Punic War	1 st Cilician Pirates
Sicily	No	2/0, 10/5	2/0, 10/5	1 st Punic War	Sicilian Slave Revolt
Africa	No	3/5, 5/3	4/5, 10/5	3 rd Punic War	Jugurthine War
Asia	No	6/5, 10/10	6/5, 10/10	Pergaman Bequest	Mithridatic Wars, Parthian & Syrian War
Cilicia-Cyprus	No	2/5, 0/3	3/5, 1/5	1 st Cilician Pirates	Parthian War, Cilician Pirates
Greece	Yes	5/5, 10/10	5/5, 10/10	4 th Macedonian War	Macedonian Wars, Syrian & Illyrian Wars, 1 st Mithridatic
Narbonese Gaul	No	1/0, 5/0	2/0, 10/0	Germanic Migration	Gallic Wars, 2 nd Punic War
Bithynia	No	2/5, 1/3	4/5, 10/5	Bithynian Bequest	Mithridatic Wars, Parthian & Syrian War, Cilician Pirates
Crete-Cyrene	Yes	1/5, 5/5	2/5, 10/5	P-Apion Bequest or 2 nd Cilician Pirates	Cilician Pirates
Syria	No	4/5, 10/10	4/5, 10/10	3 rd Mithridatic War	Parthian War, Mithridatic Wars
Transalpine Gaul	Yes	3/0, 5/0	6/0, 10/0	2 nd /3 rd Gallic Wars	Gallic War, Germanic Migrations
Egypt	No	-	3/7, 8/13	Egyptian Annexation	Alexandrine War

7.03 SENATORS

#	Name	Deck	Military	Oratory	Loyalty	Influence	Statesmen
1	Cornelius	ER	4	3	9	5	1A; 1B; 1C
2	Fabius	ER	4	2	9	5	2A
3	Valerius	ER	1	2	10	5	
4	Julius	ER	4	3	9	4	4A
5	Claudius	ER	2	3	7	4	
6	Manlius	ER	3	2	7	4	
7	Fulvius	ER	2	2	8	4	7A
8	Furius	ER	3	3	8	3	
9	Aurelius	ER	2	3	7	3	
10	Junius	ER	1	2	8	3	
11	Papirius	ER	1	2	6	3	
12	Acilius	ER	2	2	7	3	
13	Flaminius	ER	4	2	6	3	
14	Aelius	ER	3	4	7	2	
15	Sulpicius	ER	3	2	8	2	
16	Calpurnius	ER	1	2	9	2	
17	Plautius	ER	2	1	6	2	
18	Quinctius	ER	3	2	6	1	
19	Aemilius	ER	4	2	8	1	19A; 19B
20	Terentius	ER	2	1	6	1	
21	Servilius	MR	3	4	9	4	21A
22	Porcius	MR	2	4	10	1	22A; 22B
23	Popillius	MR	1	3	7	3	23A
24	Cassius	MR	3	3	9	3	
25	Sempronius	MR	1	3	6	3	25A; 25B
26	Octavius	LR	2	3	9	4	26A
27	Marius	LR	5	2	9	4	27A
28	Tullius	LR	2	3	7	3	28A
29	Licinius	LR	3	2	9	3	29A; 29B
30	Pompeius	LR	2	2	7	2	30A
31	Domitius	CW	2	2	7	5	
32	Antonius	CW	3	2	7	1	32A

7.04 STATESMEN

#	Statesmen	Deck	Mil	Ora	Loy	Inf	Opposes (Loyalty=0)	Special Abilities	Pop
1A	Scipio	ER	5	5	7	6	22A	Voids Punic War D/S	
2A	Cunctator	ER	5	2	7	3		Halves all losses in combat	
18A	Flaminius	ER	5	4	7	4	22A	Voids Macedonian War D/S	
19A	Macedonicus	ER	5	4	8	4		Voids Macedonian War D/S	
22A	Cato	ER	1	6	10	1	1A,1B,18A	1 Free tribune/turn	
1B	Scipio	MR	4	3	7	5		Voids Spanish Revolts/3 rd Punic War D/S	
1C	Sulla	MR	4	4	5	5	27A	Voids Social/Mithridatic War D/S	
7A	Flaccus	MR	2	5	6	5	23A	Land Commissioner Claim	
21A	Glaucia	MR	1	3	3	2	1C	Gets Three Dice for Popular Appeal	
23A	Laenas	MR	2	5	6	4	25A,25B,7A	Land Bill Veto once/turn	
25A	T Gracchus*	MR	1	4	6	3	25B **	Propose Land Bill once/turn;	2
25B	C Gracchus*	MR	1	5	6	4	25A **	Propose Land Bill once/turn;	3
27A	Marius	MR	5	3	6	5	1C	+1 Knight roll; Voids Social/Jugurthine D/S	

4A	Caesar	LR	6	5	9	5	22B	Creates 2 Vet Legions per Victory	2
22B	Cato	LR	1	6	11	4	4A	1 free tribune/turn	
28A	Cicero	LR	1	6	10	3		1 free tribune/turn	1
29A	Crassus*	LR	2	2	4	5	30A	Doubles Income (concessions + normal)	
29B	Lucullus*	LR	5	3	10	3	30A	Void D/S but War but war not Prosecuted	
30A	Pompey	LR	dr+1	3	9	5	29A	Doubles Pop Gains/Losses	5
19B	Lepidus	CW	4	2	8	4		Starts with an unaligned Vet Legion	
26A	Thurinus	CW	3	5	10	5	32A	1 free tribune/turn; +2 all naval battles	1
32A	Antony	CW	5	2	6	5	26A	Starts with an unaligned Vet Legion	1

*Can be in play at the same time **Works Opposite. Faction loyalty 0 unless in faction with particular statesmen.

7.05 CONCESSIONS

Concession*	Income	Notes	Destroyed by
Tax Farmer 1	2T per turn		Punic Wars/ Hannibal/ Gladiator Revolt / Spartacus – dr
Tax Farmer 2	2T per turn		Punic Wars/ Hannibal/ Gladiator Revolt / Spartacus – dr
Tax Farmer 3	2T per turn		Punic Wars/ Hannibal/ Gladiator Revolt / Spartacus – dr
Tax Farmer 4	2T per turn		Punic Wars/ Hannibal/ Gladiator Revolt/ Spartacus – dr
Tax Farmer 5	2T per turn		Punic Wars/ Hannibal/ Gladiator Revolt/ Spartacus – dr
Tax Farmer 6	2T per turn		Punic Wars/ Hannibal/ Gladiator Revolt/ Spartacus – dr
Land Commissioner	3T per turn	Returns to forum if no Land Bill exists.	
Harbor Fees	3T per turn		Disaster Event dr
Mining	3T per turn		Disaster Event dr
Armaments	2T per Legion raised	Collect immediately upon consignment.	Disaster Event dr
Ship Building	3T per Fleet raised	Collect immediately upon consignment.	Disaster Event dr
Egyptian Grain	5T per turn	Voluntary X2 income & 2 pop loss per drought.	Alexandrine War
Sicilian Grain	4T per turn	Voluntary X2 income & 2 pop loss per drought.	Sicilian Slave Revolts

* All Concessions originate in the Early Republic

7.06 LAWS

Law	Deck	Effects
Calpurnian Law	MR	A standing court for recovery of damages from Governors if created. Censor can fine any one corrupt Governor in Rome an amount equal to a DR once per year during the Senate Phase of the year of that Governor's return to Rome. This does not count as a Prosecution and is not subject to Popular Appeal or Veto. Fines are paid to the Bank. If he, or his faction, is unable to Pay the difference is deducted as Popularity and Influence from the Senator.
Acilian Law	MR	The Calpurnian Law's power to fine corrupt Governors is transferred from the Censor to whichever Faction controls the most Knights during each Senate Phase. In the event of a tie the Censor decides the fine. Not playable prior to play of the Calpurnian Law
Sevillian Law	MR	Your faction, as champion of the Equestrians, may add +1 to all future Knight Attraction die rolls. OR, openly discard this card anytime after the Acilian Law is in effect, and thereby repeal the Acilian Law.
Tradition Erodes	MR	Hereafter, Senators may repeat as Consul in succeeding years without limit. This card may not be played unless an Active War or Wars with a total Strength of ≥ 15 is in play.
Military Reforms	MR	Power of the Senate declines with rising incidence of military force. Hereafter, no player can win simply by fulfilling 35 influence requirement.
Gabinian Law	LR	Hereafter, any Commander currently at War may recruit Legions/Fleets from his Personal or Faction Treasury at the end of the Senate Phase. Playable only during a Pirate War (whether Inactive or active).
Manilian Law	LR	Hereafter, any Victorious Commander may make War without Senate approval by keeping and moving his Army to a current War card during the Revolution Phase (provided he has the necessary Fleets). He is considered a Proconsul and may still be recalled. He may not

		attack the war during the Revolution Phase – it is considered Unprosecuted until attacked.
Vatinian Law	LR	Hereafter, a Senator may govern one or more Provinces through a Legate while remaining in Rome in some other office or commanding an office in the field. While doing so a Senator may return to the province any time during the Senate Phase, but must then stay in the province until the next Senate Phase or until recalled. He is subject to normal prosecution for corruption anytime in Rome and when his term expires.
Julian Law	LR	Granting of citizenship to all Latin Colonies removes current Manpower Shortage / No Recruitment and improves Unrest Level by three. Playable only during the Social War. The player of this card must roll a die for each of his Senators and lose that amount of Influence.
Plautian-Papirian Law	LR	Granting of citizenship to all who apply cuts enemy support for Social War. Reduce Strength of Social War by half and reduce Unrest Level by two. Playable only during Social War. The player of this card, as sponsor of the Law, loses one Popularity from each of his Senators.
Military Command	CW	Hereafter, A Proconsul and his army cannot be recalled by the Senate without his consent.

7.07 WARS

War	Deck	Str.	D/S #s	Spoil	Attacks; Special	Active
1st Punic War	ER	10/5/10	D13:S11,14	35T	Sicily Sardinia-Corsica	No
2nd Punic War	ER	15/5	D10:S11,15	25T	Nearer Spain, Further Spain; Destroys Tax Farmer	Yes
1st Macedonian War	ER	12/10	D12:S11,18	25T	If Revolt: Greece	Yes
2nd Macedonian War	ER	10/5	D13:S14	45T	If Revolt: Greece	No
1st Illyrian War	ER	5/3	D5:S17	10T	Illyricum (when both are defeated); Drought	No
2nd Illyrian War	ER	4/2	D5:S17	10T	Illyricum (when both are defeated)	Yes
1st Gallic War	ER	10/0	D13:S15	20T	Cisalpine Gaul	Yes
Syrian War	ER	6/2	D16:S15	45T	If Revolt: Syria	Yes
Germanic Migrations	MR	15/0	D10:S11	15T	Narbonese Gaul	Yes
Jugurthine War	MR	8/2	D14:S13	25T		Yes
3rd Punic War	MR	7/1	D7:S15	20T	Africa	Yes
3rd Macedonian War	MR	8/5	D8:S14	35T	If Revolt: Greece	Yes
4th Macedonian War	MR	5/1	D5:S17	30T	Greece	Yes
1st Sicilian Slave Revolt	MR	4/0	D17:S15		Destroys Sicilian Grain; Drought	Yes
2nd Sicilian Slave Revolt	MR	7/1	D7:S15		Destroys Sicilian Grain; Drought	Yes
Spanish Revolts	MR	6/2	D6:S11,16		Inactive without Nearer and Further Spain	Yes
Numantine War	MR	8/2	D14:S11,18		Inactive without Nearer Spain	Yes
1st Cilician Pirates	MR	3/2/8	D18:S15	10T	Cilicia-Cyprus; Drought	No
1st Mithridatic War	LR	10/5	D13:S14	30T	If Revolt: Bithynia-Pontus	Yes
2nd Mithridatic War	LR	6/4	D16:S17	15T	If Revolt: Bithynia-Pontus	No
3rd Mithridatic War	LR	8/6	D14:S11, 17	25T	Bithynia-Pontus, Syria	Yes
Parthian War	LR	12/2	D12:S18	35T		Yes
2nd Gallic War	LR	12/0	D12:S16	15T	Transalpine Gaul, If Revolt: Transalpine Gaul	No
3rd Gallic War	LR	15/0	D10:S17	15T	Transalpine Gaul, If Revolt: Transalpine Gaul	Yes
Social War	LR	10/0	D13:S16	15T	Activates Inactive Wars	Yes
2nd Cilician Pirates	LR	3/2/6	D18:S12	10T	Drought	No
Alexandrine War	LR	2/2/10	D18:S17	25T	Destroys Egyptian Grain; Drought	Yes
Sertorian Revolt	LR	8/2	D14:S13		Inactive without Spain	Yes
Gladiator Slave	LR	6/0	D6:S16		Destroys Tax Farmer	Yes

Revolt						
Invasion of Germany	LR	6/0	D16:S18	10T		No
Invasion of Britain	LR	4/2	D5:S17	10T		No
Invasion of Partha	CW	18/0	D11, S14	40T		No
Cantabrian War	CW	10/0	D18, S12	15T	Further Spain, Nearer Spain	No
Dalmation War	CW	8/0	D16, S18	15T	Illyricum	No

7.08 ENEMY LEADERS

War	Deck	Str.	D/S #s	Matching Wars; Special
Hannibal	ER	+7	D9:S16	Punic Wars; Destroys extra Tax Farmer
Hamilcar	ER	+3	D8:S12	Punic Wars
Philip V	ER	+6	D15:S14	Macedonian Wars
Antiochus	ER	+5	D14:S14	Syrian War
Viriathus	MR	+5	D15:S12	Numantine/Sertorian Wars & Spanish Revolt
Mithridates VI	LR	+4	D12:S15	Mithridatic Wars
Spartacus	LR	+5	D11:S14	Slave Revolt; Destroys extra Tax Farmer
Vercingetorix	LR	+6	D14:S18	Gallic Wars

7.09 EVENT CARDS

Law	Deck	Effect
Pergamene Bequest	MR	In Revenue Phase State gains 50T if, in the prior Senate Phase, the Field Consul with 3 Legions and 3 Fleets are sent to retrieve it. Rebel Consul may keep Bequest (i.e. collect the 50T and Province). Creates Province of Asia at the start of the next Forum Phase if collected . Discard only after collection.
2 nd Catiline Conspiracy	LR	The HRAO must immediately suppress a plot against the State. He names the offending faction and makes a DR to determine the number of Death chits drawn. Those belonging to the named Faction must die. Regardless of outcome, the HRAO loses one Popularity for each chit drawn.
Ptolemy Apion Bequest	LR	The Province of Crete-Cyrene is automatically established at the start of the next Forum Phase . Remove at start of next Forum Phase.
Bithynian Bequest	LR	In Revenue Phase State gains 35T if, in the prior Senate Phase, the Field Consul with 3 Legions and 3 Fleets are sent to retrieve it. Rebel Consul may keep (i.e. collect the 35T and Province). Creates Province of Bithynia at the start of the next Forum Phase if collected . Discard if Bithynia-Pontus exists; otherwise Discard after collection.
Civil Unrest	CW	+2 to Unrest during each Population Phase. A Dictator may be appointed/elected when Mob Riots is in play regardless of the war situation. Discard with "The Ultimate Decree" intrigue card is played.
Republic Restored	CW	General dissatisfaction within Rome leads to the revival of the Senate and republican power. All rebels are killed. The game immediately ends. The faction with the most combined influence wins.

7.10 INTRIGUE CARDS

Intrigue Card	Deck/Amount	Details
Tribune	ER/9, MR/7, LR/4, CW/2	<p>Proposal: Senators may force proposals to a vote by using a Tribune. The proposal must still meet the sequential requirements of the Senate Phase (e.g. You may not propose to recruit legions before the Censor has been elected). This may be done any time there is no proposal already on the floor, or it can be played during a current proposal with or without specifying intent so as to establish that player's right to make the next proposal. A Prosecution is not considered a proposal and therefore cannot be proposed with a tribune (though they can be used to veto a prosecution). A Tribune can also be played to continue the senate phase, if closed, and initiate a proposal.</p> <p>Veto: A Tribune may be used prior to or during the owning Faction's turn to vote to stop any vote from being taken, whether it is an election, Prosecution, or other proposal [EXCEPTIONS: Consul for Life, Prosecutions of Assassins, the proposals of a Dictator, and the last eligible candidate for any office cannot be vetoed]. The Senator playing the Tribune announces "Veto", and the vote is cancelled-even if it already had sufficient affirmative votes declared for passage. The slate of candidates in a vetoed election may not be nominated again in the same year, nor may the Accused in a vetoed Prosecution be prosecuted again that year. Any vetoed proposal may not be introduced again in that Senate Phase.</p>
Blackmail	ER/1	No Talents may be spent to defend against your current Persuasion Attempt. Talents already on the target still count. If it fails, the target Senator's Influence and Popularity are each reduced by a DR. Influence can never drop below 0, Popularity can never drop below -9.
Influence Peddling	ER/1, MR/1, LR/1, CW/1	You may discard this card anytime other than during the Revolution Phase and draw an unplayed card at random from an opponent of your choice.
Seduction	ER/1	Your faction Leader seduces the wife of another Senator. No Talents may be spent to defend against your current Persuasion Attempt. Talents already on the target still count.
Assassin	ER/1, MR/2, LR/3, CW/1	Support for an assassination plot is widespread. Add 1 to your assassin dr and any Bodyguard re-rolls. Play before resolution. Cumulative effect with other Bodyguard/Assassin Cards.
Secret Bodyguard	ER/1, MR/2, LR/1, CW/1	Playable after an Assassination attempt dr to subtract one from the dr. against one of your senators. Multiple cards can be played during the same attempt. Re-roll to catch assassin if necessary.
Mob Incited to Violence	MR/1	The card may be played against any player attempting to cancel a Tribune Intrigue card. Draw mortality chits equal to a dr + Oratory rating of the Senator in Rome playing this card; those chits matching Senators in the Faction of the player canceling the Tribune who are in Rome are killed.
Murder of a Tribune	MR/2, LR/1, CW/1	One of your Senators in Rome may attempt to cancel any one Tribune with an even dr. Regardless of the outcome that Senator is under suspicion and losses Popularity equal to the same dr. It does not stop another Tribune on the proposal. If the targeted tribune is to make a proposal the attempt must be made before any votes are called.
Graft	MR/1, LR/1	A Senator in Rome may cancel a Tribune with a payment of Talents to the Bank from his Personal Treasury equal to a dr. The attempt may be cancelled if the roll is too high but the card is still discarded. It does not stop another Tribune on the proposal. If the targeted tribune is to make a proposal this card must be played before any votes are called.
Proscription	LR/1	Playable immediately following a victory in a Civil War led by an opposing Faction. Player may eliminate all Knights on the board and receive Talents

		equal to a dr for each Knight. Henceforth, his Faction may not recruit Knights and all other players may add 1 to their Knight Attraction dr.
Cleopatra VII	LR/1	Can be played in one of three different ways: #1 Playable before Alexandrine War battle. Roman commander gains +3 for this battle & 50T but loses 5 Popularity. Discard Immediately. #2 Playable before Alexandrine War battle: Treat as a +3 Enemy leader matching the Alexandrine War. Card stays in affect until war is defeated. #3 Playable during the Revolution Phase in which a Governor of Egypt declares himself as a primary Rebel. Rebel gains +3 Military Rating and 50 Talents. This option is only available if playing with the Civil War deck.
Open Bodyguard	LR/1	May be played only during the Revenue Phase on a Senator in Rome at the coast of one Talent and one Popularity annually during the Revenue Phase. It remains in effect with that Senator until he dies or fails to make payment (at which time it is discarded). This Senator may subtract 2 from all Assassination attempts on him.
Assassination Conspiracy	CW/1	Bodyguard cards cannot be played during your current assassination attempt. If successful, each of your senators lose Popularity and Influence equal to half (fractions rounded up) of the victim's Popularity. Your faction leader is immune to the assassination prosecution if it fails.
Scandal	CW/1	Playable during the player's initiative in the Forum Phase by a senator in Rome. Instead of making your Persuasion Attempt a target senator of your choice loses DR Popularity. Not playable versus senators with oratory >=5.
Ultimate Decree	CW/1	Playable only when Civil Unrest is in play immediately after a Dictator is assigned. The Dictator gains 5 extra Influence and Tribunes cannot be played fro the remainder of this turn. Discard the "Civil Unrest" event. The player playing this card must have a senator in Rome.
Annexation of Egypt	CW/1	Playable immediately by a senator in Rome after the last province (if any) has been assigned during the Senate Phase to force a vote on the creation of Egypt as a province. If it passes a governor must be elected to Egypt before any other proposals can be made. Otherwise it is discarded.

VIII. CREDITS

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