

I. MORTALITY PHASE (1.05): Do the following

1. Any Matching War that was delayed now moves into the Active War column in chronological order.
2. Randomly draw one Mortality Chit to determine any deaths by natural causes. (Skipped on Game Turn 1)

II. REVENUE PHASE (1.06): Do the following:

1. Each player collects Personal Revenue due his individual Senators. Senators who decide to take Concession Income take a Minor Prosecution marker; Senators who decide to take Personal Income from a Province flip term marker to Corrupt.
2. Each Governor of an undeveloped Province then makes a dr attempting to improve that Province [$dr \geq 6$; +1 drm if Personal Income was refused]. Any rebelling Senators then pay maintenance for their forces.
3. Each player redistributes wealth among the loyal Senators of his Faction and/or his Faction Treasury.
4. Personal Contributions are solicited and simultaneously accepted from personal treasuries.
Influence Gain from Contribution: [$\geq 10T = +1$ Inf; $\geq 25T = +3$ Inf; $\geq 50T = +7$ Inf]
5. The state collects state revenues and pays for current Wars, Land Bills, and maintenance of loyal forces out of the State Treasury.
6. Advance the Term markers of loyal Governors and move Province cards of returning Governors to the Forum. Returning corrupt governors receive a Minor Prosecution marker.

III. FORUM PHASE (1.07): Do the following:

1. Remove all expired Event cards from the previous turn.
2. Each player, starting with the HRAO, in clockwise succession takes his Initiative. Each Initiative consists of the following actions:
 - a) 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. If it has black text then reveal it, if it has red text then keep it.
 - b) Make one Persuasion Attempt. Success = [$DR \leq$ Persuasion #; $DR \geq 10$ automatic fail]
Persuasion # = [$(Oratory + Inf + Bribe) - (Loyalty + Personal Treasury + Counter-bribe (from any player's faction treasury) [+7 if Aligned])$]
 - c) Attempt to attract a Knight or pressure multiple Knights (not both)
Attract Knight: [$dr \geq 6$; +1 drm per Talent spent]; Pressure Knights: [$dr =$ Talents Gained] per Knight
 - d) Change Faction Leader if desired, or sponsor Games (not both).
Popularity Gain from Sponsoring Games: [$7T = +1$ Pop; $13T = +2$ Pop; $\geq 18T = +3$ Pop]
3. In games with less than six players, after all players have finished their Initiative, the players bid for the remaining Initiatives with a public once-around bid starting with the HRAO. Only the winner pays (from one single Personal Treasury) and it is resolved exactly the same as a normal Initiative (a-d).
4. Senators that hold Major Offices receive a Major Prosecution marker.
5. 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.
6. The HRAO then tries to revive each Concession/Senator/Leader in the Curia and place them face up in Forum (even if destroyed/killed that turn). Revival from Curia Success (per card): [$dr \geq 5$]
7. The Forum Phase then ends and all players adjust their vote markers.

IV. POPULATION PHASE (1.08): Do the following:

1. The Unrest Level is increased by one for each Drought, Pirate, or Unprosecuted War currently in effect.
2. The HRAO then makes a State of the Republic Speech. This immediately starts the Senate Phase.
Popularity Table Result = [$TDR + HRAO$ Popularity - Unrest Level]

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

Follow the table below for the order of the senate. **Bold Red** indicates mandatory proposals; **Bold Blue** indicates rules that are optional. Proposals of the same type (i.e. that are on the same row) may be combined together unless specified otherwise.

Sequence	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 (Advanced Rule 2.1.1) (Mandatory depending on situation)
4	Censor (candidate must hold a prior consul marker) (1.09.4)
5	Prosecutions* (1.09.41)
6	Governor Elections for Vacant Provinces (1.09.5) (Mandatory depending on situation)
After 6	Concession Assignments (1.09.61)
After 6	Proposing or Revoking Land Bills (cannot be combined) (1.09.62)
After 6	Recruit Legions / Build Fleets (1.09.63)
After 6	Deploy/Recall – Order sent must be Dictator, FC, RC or combined (1.09.64)
After 5	Recall of Governors – May combined with sequence 6 (1.09.52)
After 6	Removal of Pontifex Maximus (Advanced Rule 2.1.07)
After 6	Recall of Exile (cannot be combined) (Advanced Rule 2.07.4)
After 1	Consul For Life Nomination – Not during Prosecutions; only one per turn (1.09.82)
Anytime	Minor Motions (1.09.84)
Anytime	Laws - no proposal / no voting - just play it (1.07.536) unless using (Advanced Rule 2.06)
Anytime	Assassinations - can interrupt voting – only attempt and be the target once a turn (1.09.7)

*Prosecution Order:

1. Censor names Accused (only 2 minor or 1 Major Prosecutions a Turn) and appoints a consenting Prosecutor.
2. **Accused selects Advocate (Advanced Rule 2.05)**
3. Senate Vote. Before Accused votes he can Appeal to the People. Prosecution can be vetoed.
4. **Trails roll between Advocate and Prosecutor (Advanced Rule 2.05)**
5. Verdict = [Popular Appeal Votes + Senate Votes + Accused's Influence + **Trail Votes (if using 2.05)**]

VI. COMBAT PHASE (1.10): Resolve all battles in the order in which the commanders were sent out (ties are resolved between commanders or dice off). Move all unprosecuted wars to the unprosecuted wars column.

VII. REVOLUTION PHASE (1.11): Do the following in order:

1. Starting with the HRAO and proceeding clockwise around the table, players may play, trade, or discard any red texted cards. Any held Statesman or Concession to be activated during the coming turn must be played now. Senators with Veteran Legions may choose to disband them (**Advanced Rule 2.04**) on their turn.
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. Only one rebel possible (always the largest force). Returning commanders dice for legions based on the current scenario before deciding to rebel [(Early: dr ≥ 5; Middle dr ≥ 4; Late dr ≥ 3) + Legion drm]. Legion drm = +1 (max +1) to each legion roll for each Talent spent from primary rebels personal treasury. Rebel Governors automatically get any Garrison and all provincial armies/fleets (**Advanced Rule 2.04**).
3. After all Revolts have been resolved Victory Conditions are checked before proceeding to the next turn.

