

# VII. CARD MANIFEST

## 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  $\geq 15$  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  $\geq 17$  (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 <sup>st</sup> Gallic War	Gallic Wars, Germanic Migrations, 2 <sup>nd</sup> Punic War
Further Spain	Yes	2/0, 5/0	4/0, 10/0	2 <sup>nd</sup> 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 <sup>nd</sup> Punic War	Sertorian & Spanish Revolt, Numantine War, Cantabrian War
Sardinia-Corsica	No	0/0, 0/3	1/0, 1/5	1 <sup>st</sup> Punic War	1 <sup>st</sup> Cilician Pirates
Sicily	No	2/0, 10/5	2/0, 10/5	1 <sup>st</sup> Punic War	Sicilian Slave Revolt
Africa	No	3/5, 5/3	4/5, 10/5	3 <sup>rd</sup> 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 <sup>st</sup> Cilician Pirates	Parthian War, Cilician Pirates
Greece	Yes	5/5, 10/10	5/5, 10/10	4 <sup>th</sup> Macedonian War	Macedonian Wars, Syrian & Illyrian Wars, 1 <sup>st</sup> Mithridatic
Narbonese Gaul	No	1/0, 5/0	2/0, 10/0	Germanic Migration	Gallic Wars, 2 <sup>nd</sup> 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 <sup>nd</sup> Cilician Pirates	Cilician Pirates
Syria	No	4/5, 10/10	4/5, 10/10	3 <sup>rd</sup> Mithridatic War	Parthian War, Mithridatic Wars
Transalpine Gaul	Yes	3/0, 5/0	6/0, 10/0	2 <sup>nd</sup> /3 <sup>rd</sup> 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 <sup>rd</sup> 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	May convert 2 legions to allied veteran legions (instead of just one).	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 $\geq 15$ 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 non-rebel 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 Revolt	LR	6/0	D6:S16		Destroys Tax Farmer	Yes
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 <sup>nd</sup> 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 that are not rebels 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><b>Proposal:</b> 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><b>Veto:</b> 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 proposal 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 proposal 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 during the Combat Phase immediately following a victory (by either side) in a Civil War. The victorious commander may eliminate all the Knights on the board and receive Talents into his personal treasury equal to a dr for every 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: <b>#1</b> Playable before Alexandrine War battle. Roman commander gains +3 for this battle & 50T but loses 5 Popularity. Discard Immediately. <b>#2</b> Playable before Alexandrine War battle: Treat as a +3 Enemy leader matching the Alexandrine War. Card stays in affect until war is defeated. <b>#3</b> 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 belonging to the card player. That senator must now pay 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 for 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.

