

REPUBLIC OF ROME v2.17.05

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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 & GAME TERMS

1.02.1 COMPONENTS: The game consists of the following equipment:

- (Forthcoming)

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)
- II. REVENUE PHASE (1.06)
- III. FORUM PHASE (1.07)
- IV. POPULATION PHASE (1.08)
- V. SENATE PHASE (1.09)
- VI. COMBAT PHASE (1.10)
- VII. REVOLUTION PHASE (1.11)

1.04 GAME TERMS & CONCEPTS

1.04.1 GAME TERMS: The following terms are used throughout the rules. Players should be familiar with them:

- dr (die roll): A roll of one die
- DR (Dice Roll): A roll of two dice
- TDR (Triple Dice Roll): A roll of three dice
- DRM: Die roll modifier
- T: Shorthand for Talents; Money (50T = 50 Talents)
- HRAO: Highest Ranking Available Officer (1.09.11)
- Bank: All the chits and markers that are not in play

1.04.2 PUBLIC AGREEMENTS: Players who discuss a deal for all to hear can rely on the *truthful* testimony of the other players to enforce the provisions of any deal. Purposefully providing false testimony about the wording of a Public Agreement is against the rules and considered cheating. If the majority agrees that the terms of the agreement were not fulfilled, the wronged party can rescind those aspects of the deal 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 deals involving the distribution of the Rome and Field Consul offices amongst the two candidates are never enforceable, nor is any deal involving an assassination attempt, 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.

1.04.3 PRIVATE AGREEMENTS: Players who discuss their deals in private have no recourse when a deal 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.

1.04.4 TRADING CARDS: Players may trade and/or give away their *held (i.e., not yet played)* Faction Cards only during the Revolution Phase. Players may show their cards, agree to the terms of trade (including a binding Public Agreements (1.04.2)), but they may not exchange cards until the next Revolution Phase.

1.04.5 TRANSFERRING TALENTS: Players may give Talents to each other only in the Revenue Phase. Players may make deals for votes, buy cards and even agree to the terms of a binding Public Agreements (1.04.2), but they may not actually transfer any Talents until the next Revenue Phase (1.06.21).

1.04.6 VOTE TALLY: Each player should always readjust his Vote Tally markers as soon as he gains or loses votes for any reason.

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.

1.04.8 RESOLVING TURN ORDER: Disputes about what order players should resolve actions not resolved by stated secondary considerations are always broken by the HRAO going first and play proceeding clockwise around the board.

1.04.9 HIDDEN INFORMATION: Only Talents kept in the Faction Treasury and a player's hand of cards are hidden. Everything else including discard piles and Personal Treasures are always face up and open for inspection

1.05 MORTALITY PHASE

1.05.1 MORTALITY RESOLUTION: With the exception of the first turn one Mortality Chit is drawn at random from the cup at the beginning of every mortality resolution phase. The drawn chit indicates that the Senator whose numerical ID matches that of the chit has died. If the named Senator does not exist or is not alive, there is no effect. . 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 [EXCEPTION: 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 stay out)]. It is possible (although 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. 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, provided he wasn't a faction leader, 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 either quit the game or 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 must take the first Senator that enters the Curia. Any cards held in the eliminated faction's hand are discarded and the Faction Treasury is returned to the Bank.

1.06 REVENUE PHASE

1.06.1 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 (1.11.33). He can pay this from his Personal or Faction Treasury. [Rebel Governors \(Advanced Rule 2.03.23\) may collect State and Local Taxes as Personal Revenue before paying maintenance costs.](#) Rebel forces must be maintained before the redistribution of wealth occurs (1.06.21).

1.06.2 PERSONAL REVENUE: After Rebel Maintenance is paid all Senators generate Personal Revenue. Rebel, Captive and non-aligned Senators do not produce Personal Revenue (1.11.34). Each Faction Leader collects three Talents and all other Senators collect one apiece. This money, plus funds collected from Concessions, Governorships, and Knights, is collected by each Senator. Although the money dispensed technically belongs to each Senator who earned it game consequences are such that it makes no difference to which Senators of a Faction the money is given at this point so the money can be given as a lump sum to the player for redistribution.

1.06.21 REDISTRIBUTION: All Personal Revenue generated, in addition to any existing talents may at this point be moved freely between Senator's Personal Treasury and the Faction Treasury. The exception to this rule is that Rebel Senators may not transfer money from their Personal Treasury to either non-Rebel Senators or their faction treasuries. Money may be transferred to or from Senators who are not in Rome (1.06.21) Players may now give money from their Faction Treasury and the Personal Treasuries of their own Senators to other players (1.04.5).

1.06.22 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 defend against 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.

1.06.221 NON-DISCLOSURE: The contents of Faction Treasuries are secret. Personal Treasuries are open to inspection by other players.

1.06.23 KNIGHTS/CONCESSIONS: Each Senator collects from the Bank one Talent for each Knight on his card plus he must generate revenue on each Concession he controls or immediately forfeit the Concession and place it in the Forum.

1.06.231 CONCESSION CORRUPTION: Any Senator that decides to take money from a Concession he controls gains a "Minor Prosecution" marker for each Concession used. This means that he is available for a Minor Prosecution during the Senate Phase.

1.06.24 PERSONAL INCOME: 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) upon his return to Rome whenever Prosecutions next occur. [If using the Provincial Wars Advanced Rule \(2.02.4\) all provinces listed under as under attack provide no Personal Income.](#)

EXAMPLE: The Governor of undeveloped Further Spain rolls a "2" for Personal Income which 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 -1 Talents.

1.06.3 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. Provinces being attacked by a Barbarian Raids Event, [allied with a War \(Advanced Rule 2.02\)](#), [under attack by a War \(Advanced Rule 2.02\)](#) or [controlled by a Rebel Governor \(Advanced Rule 2.03\)](#) cannot be developed. 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.

1.06.4 STATE REVENUES: The players adjust the "Revenue" markers on the State Treasury Track. The State receives 100 Talents Annual Revenue at the start of each Revenue Phase.

1.06.41 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. [A Province in revolt \(Advanced Rule 2.03\) or engaged in a Provincial War \(2.02\) produces no taxes for the State.](#)

1.06.42 DEBITS & CONTRIBUTIONS: After adding the Annual Revenue and Provincial Taxes to the State Treasury, subtract 20 Talents for each active War/Revolt (including Unprosecuted Wars) 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. All the players should be advised when the State Treasury drops below 50 or 20 Talents due to 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 non-rebel 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 at any time in the game, the state is bankrupt and any declared rebel wins the game (1.12.5); otherwise, all players lose.

1.06.5 RETURNING GOVERNORS: At the end of the Revenue Phase move the Term markers of loyal Governors. When a Term markers moves off of the last Term Record Box on the Province return to Governor to Rome and return the Province card to the Forum. Returning corrupt governors receive a Minor Prosecution marker.

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, 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 a Knight or pressure multiple Knights. Then he may either appoint a different Senator of his Faction as his Faction Leader or Sponsor Games (one or the other). 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 (once around, clockwise starting with the HRAO) 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 Senators 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 called Public cards and must be played face up in the Forum when they are drawn. Cards with red text are called Faction cards and belong to the player who draws them. A Faction 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 end the Revolution Phase more than five Faction cards (1.11.1).

1.07.31 SENATORS: There are two types of Senator cards: Family cards (1.07.311) which are Public cards and Statesmen (1.07.312) which are Faction Cards. 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: 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 (1.09.81). 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 (3.01.7) or during the Revolution Phase (1.11.1) prior to Revolt declaration. A player may not add his Statesman card to his Faction if any of the following conditions exists:

- A. An opponent controls the related Family card.
- B. A related Statesman with the same ID# is already in play. [EXCEPTION 1.05.11]

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. If the matching Family card subsequently appears, it is immediately placed beneath the Statesman.

If two statesmen with the same number are in play legally [25A/B or 29A/B per 1.05.11] 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 brothers (25A/B) that both desire to belong to the same faction. In this case the loyalty of 0 occurs when one brother 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).

When the Statesman dies the Statesman card is discarded and 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.

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, 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. At the end of the Forum Phase a dr 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. 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 (not Fleet Support) 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 Land and Fleet Strength (not Fleet Support) 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. Activate all time delayed Wars in chronological order (e.g. 1st Macedonian before 2nd Macedonian) even if it means you must activate the card you just drew. An Inactive War and its Leader (1.07.34) 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 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.

1.07.334 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 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 (not Support) 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 the 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 War 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.

1.07.35 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 in the back of the rulebook for more information on how these events should be resolved.

1.07.36 FACTION CARDS: Faction cards have red text (Statesmen, Concessions, Laws and Intrigue) and may be held secretly in a player's possession for play at his convenience. A player may show his Faction 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 or nominations (see 1.09.15).

1.07.362 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 (unless specified differently). 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 the Consuls are elected. A player need not have a Senator present in Rome to play a Law card.

1.07.4 PERSUASION ATTEMPTS: A Senator in Rome may attempt to persuade an unaligned Senator in the Forum or an already Aligned non-Faction Leader 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. This seven is added even if a Statesman shares the same faction with another Opposed Statesmen. Some Statesmen oppose 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.

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 (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 unaligned 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 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 and the pressured Knights are returned to the Bank. All pressured Knights no longer provide extra income or extra votes.

1.07.6 SPONSERING 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.

1.07.7 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.

1.07.8 PUTTING ROME IN ORDER: After all the initiatives have been resolved the following steps are completed in order to prepare Rome for the upcoming Senate Phase.

1. All Senators (whether in Rome or not) that currently hold a Major Office get a "Major" prosecution marker which indicates they are available for a Major Prosecution this turn.
2. The HRAO 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.

3. 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".
4. All players adjust their vote totals.

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 immediate defeat for all players if no Civil War exists. If a rebel is currently in revolt, he wins (barring loss due to four Wars; 1.12.5). "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 nominations 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 in the Population Phase, however if the results cause the People to Revolt and all the players to lose there is no Senate Phase.

NOTE: Each player should readjust his Vote Tally markers as soon as he gains or loses votes for any reason.

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 are available due to death or absence from Rome, the Senator with the most Influence opens the meeting (using Oratory ratings and then lowest ID# to break ties). All Senators in Rome (i.e., everyone except Governors, Proconsuls (1.10.7), Captives and rebel Senators) must attend the Senate meeting.

1.09.12 PRESIDING MAGISTRATE: The HRAO is typically the Presiding Magistrate until the election/appointment of a new Rome Consul or Dictator. There are rare cases in which the HRAO will not be the Presiding Magistrate (1.09.44). 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. A nomination is a type of proposal.

1.09.131 PROPOSAL ALTERATION: Defeated proposals may not be introduced again in the same Senate Phase without significant change. Examples:

- A proposal to assign Fabius eight Legions fails. A subsequent proposal to assign Fabius seven Legions or Claudius eight Legions may be put forward.
- A proposal to send Fabius to govern Nearer Spain and Claudius to Sicily might fail as a joint proposal but a subsequent separate proposal to send Fabius to Nearer Spain is legal. In contrast
- A proposal to nominate Fabius and Claudius as Consuls fails. A Subsequent proposal to nominate Claudius and Fabius to Consuls would be illegal (rewording the proposal is not enough).

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 Veto (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 Veto (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 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. He is still the HRAO, just not the Presiding Magistrate. This can happen multiple times during a Senate Phase. These penalties do not apply when a Tribune is used to put forth a proposal (1.09.151).

1.09.15 TRIBUNES: Tribune cards may be played during the Senate Phase to veto or initiate proposals (including nominations). Once used, they are discarded. In the rare case that two or more players ever play a Tribune at the same time a TDR is used to determine who gets the privilege.

1.09.151 PROPOSE USING A TRIBUNE Other Senators may force proposals to a vote only by using a Tribune card and announcing "Tribune!". The proposal must still meet the sequential requirements of the Senate Phase (e.g. a player 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 proposal is considered on the floor the moment the full sentence announcing the proposal is completed. Therefore the Presiding Magistrate's proposal may be interrupted in mid-sentence but not after the full proposal is presented. Other facts about Tribunes:

- A Tribune may not be used to interrupt an already played Tribune (i.e. once a Tribune has been played to make a proposal another Tribune may not interrupt it).
- A Prosecution is not considered a proposal and is therefore not eligible to be proposed (though they may be vetoed).
- A Tribune can also be played immediately after the Presiding Magistrate adjourns the meeting to force its continuation to consider the Tribune's Proposal.
- A Tribune may not be used to make a proposal to adjourn the Senate, however a proposal could be put forth to send the HRAO to war which, if it passes, would close the Senate upon the HRAO's departure.
- Some Statesmen have the capability of playing an inherent Tribune each turn without actually playing a card.

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, any proposal by a Dictator, and the appointment of 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 for the same reason. 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 IMPLEMENTATION 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.

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

1.09.182 DECLINE A NOMINATION: A Senator may not decline a nomination, however he may vote against the proposal.

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. Most proposals of the same type may also be grouped together in order to speed play, while others may not.

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 in Rome. 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. Senators are not able to repeat consecutive years as Consuls and Dictators are not allowed to be elected directly to Consul unless the Tradition Erodes Law is passed. A Senator may not hold two offices simultaneously, but the current Censor or Master of Horse may be elected Consul with the understanding that he will not continue to serve as Censor or Master of Horse.

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 automatically appointed Consuls.

1.09.22 ROME/FIELD CONSUL: The newly elected Consuls decide amongst themselves 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 outgoing Consuls place a Prior Consul marker in the Prior Consul box of their card. If a Dictator and Master of the Horse exist they lose their offices and the Dictator gains a Prior Consul marker.

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 . A Fleet Victorious marker reduces the strength of any navel battle to zero. If no Proconsuls exist from the previous year, a Dictator 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. The appointed/elected Senator takes the Dictator marker, increases his Influence by seven, and appoints any aligned Senator in Rome of his choice not already holding an office except Censor his Master of Horse. That Senator takes the Master of Horse marker and increases his Influence by three.

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 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 (after the Consuls decline to make a joint appointment). The HRAO or anyone with a Tribune may continue to try and elect a Dictator even after multiple failures – however once a Censor is elected a Dictator nomination may no longer be put forth (even with a Tribune).

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 consular elections of the next Game Turn, at which time both the Dictator and his Master of Horse must immediately surrender their offices (unless already in revolt) and the Dictator (not the Master of Horse) takes a Prior Consul marker. The Dictator (or another Senator) may be immediately appointed/elected Dictator again depending on if the War requirements are met (1.09.3).

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 Campaigns and cannot act independently of the Dictator, unless the Dictator dies in combat or he possibly remains loyal to the Dictator 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 (assuming there was no dictator), 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 (1.09.144), or hand control of the meeting back to the HRAO and end all Prosecutions.

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 a conviction, the Accused goes free and may not be prosecuted again this Game Turn for the same reason. A Censor may not prosecute himself. 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 a different *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 ([Advanced Rule 2.07](#))), the Prosecutor gains a Prior Consul marker (if he doesn't already have one) 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 either hold a Corrupt marker (flipped over Term marker), have the corrupt portion of a Concession revealed (indicating he took income from a Concession) or hold a "Major" prosecution marker. Major prosecution markers are given out to all Major Office holders during the end of the current Forum Phase (which indicates they held a Major Office last turn).

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 hold a "Major" prosecution marker which means that the Senator held a Major Office last turn. If convicted, the Accused is executed.

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 Accused is considered to have been guilty and 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 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 and all Minor and Major Prosecutions markers are removed.

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, including Recalls (1.09.52), may be held simultaneously 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 unless there are no other eligible candidates in Rome. 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. Recalled Governors that have pillaged their Province during their tenure (i.e. have their Province marker flipped to corrupt) gain Minor Prosecution marker upon their return.

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: All provinces must have a governor at the end of the Senate Phase. If a governor dies during the Senate Phase after all open governorship have been assigned another governor must be elected at the earliest opportunity. 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.

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 consist of only one 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 the same 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. At the end of the Forum Phase when a Gladiator Slave Revolt and/or Second Punic War exists a dr is made to determine which Tax Farmer Concession has been destroyed (if any). 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 face down in the Concession space of the Curia and has a chance to be revived during the end of the Forum 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 (not a Type I) even on the same turn it passed. 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, Governor, or Proconsul) 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 only vote to disband units located in Rome.

1.09.63 CONCESSION GAINS: Any Senator that decides to take money from the Armaments or Ship Building Concessions he controls gains a Minor Prosecution marker. Senators using these Concessions must take either the entire sum or nothing at all.

1.09.64 DEPLOYMENT OF FORCES: The Senate may send a Commander and a specific group of forces in the Available Force Pool 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 Field Consul, the Rome Consul and the Dictator (with the Master of Horse) can all be sent to war with the only limitation being that the Field Consul must be sent to war before (or in conjunction with) the Rome Consul. These proposals may be made separately or in a package. To Passage of any measure sending the HRAO to War ends the Senate Phase. 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. If the proposal put forth from this Tribune results in making the suspended Deployment proposal invalid (e.g. the troops no longer exist) the suspended proposal automatically fails.

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 a force to Rome, leaving the rest with its 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 or a Commander who was reinforced 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 cannot be recalled the same turn they are deployed. Garrisons are under command of the current Governor. The Senate pays Garrison Maintenance costs. The only thing that Garrisoned Legions do ([without using the Provincial Wars \(2.02\) and Rebel Governor \(2.03\) Advanced Rules](#)) is protect Frontier Provinces (1.09.6451).

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 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 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. A Commander that left Rome in the current Senate Phase may not be reinforced. 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. The player making the attempt 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. Other factions may not interfere with this attempt with their own Assassin or Bodyguard Cards. 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. No other card besides Assassin may be played between when the Assassination is called until the roll is made.

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. 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. 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 is Presiding Magistrate for an assassination prosecution even if he is the Accused faction leader. If there is no Censor the current Presiding Magistrate runs the vote. 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.

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 1.12.4). 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 1.12.4). 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 automatic appointment – there is no chance for assassination attempts. Since all factions are all immediately completely controlled by the Consul for Life (see 1.12.4) 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. In order to prevent people from abusing this rule in an attempt to delay the game any player may make another gratuitous motion to Silence the another player A Silenced player may not make any more minor motions in the current turn but may still participate fully in all other aspects of the Senate Phase.

NOTE: Each player should readjust his Vote Tally markers as soon as he gains or loses votes for any reason.

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 1.9.644); wars are always resolved in the order in which the Senate dispatched the commanders in the Senate Phase. Wars should be fully resolved one at a time as a victory in one war could drastically alter another (e.g. fighting a set of matching wars). 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: Land battles may only be fought if enough fleets are present to meet or exceed the Fleet Support of the War. 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 (the third number of the War) must be defeated before his land forces may be attacked. 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 present for support or for a naval battle) 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 Navel War Strength Number (or both if both were defeated in this turn by the same commander). Players should increase 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 (1.10.08). 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. The commander (regardless of the victory result) immediately loses 1 Popularity for every two Legions that are lost (round down).

1.10.62 NAVAL LOSSES: Fleet losses always apply whether the fleets were active in a naval battle or simply used for support. 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. Unlike Legions Commanders never lose Popularity as a direct result of losing fleets.

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 \(2.02; 2.03\)](#)]. If, in this case, a Dictator is made Proconsul his Master of the Horse must return to Rome. There is no limit to the number of Proconsuls that can exist. 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. 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 or killed the Dictator may not appoint another MoH unless he is reappointed or reelected as Dictator. If the Dictator is killed and the Master of Horse survives the MoH immediately becomes a Proconsul. [If using the Provincial Forces \(2.02\) or Rebel Governor \(2.03\) Advanced Rules a Governor can also be captured or killed in this manner.](#)

1.10.81 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 Disaster, Stalemate or Standoff result 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. The Captive may still restrict the play of a Statesmen Card of the same ID#. Captives may not receive income, and their personal treasuries are frozen.

1.10.9 UNPROSECUTED WARS: A War which was fought and not won but, due to combat losses sustained, failed to end the Combat Phase with a Roman Legion is an Unprosecuted War since the enemy is unchecked by remaining Roman forces. 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.

- Exception: If a Naval battle was fought against that War during that turn, a surviving Fleet and/or a Naval Victory marker will suffice to avoid the Unprosecuted War penalty.
- Exception: If fleet support drops below what is required by the War then the remaining legions and fleets remain on the War card (to be reinforced or recalled next Senate Phase) but the war is considered Unprosecuted.

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. Since a war can only be moved to the "Unprosecuted War" section during the Combat Phase it 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 or the army will automatically be recalled once the Senate is closed. An army cannot enter the field during the Combat Phase without a Commander.

1.11 REVOLUTION PHASE

1.11.1 PLAY STATESMEN/CONCESSIONS: Starting with the HRAO and going clockwise each player may play a Statesman either stand-alone or on one of his own senators provided he follows the appropriate limitations (1.07.312). A player may play a Concession on a member of his own faction (1.07.32). Both Statesmen and Concessions can be played regardless as to whether or not the target Senator is in Rome.

1.11.2 EXCESS FACTION CARDS: Starting with the HRAO and going clockwise each player with more than five Faction Cards in his hand must discard, play, or trade the excess cards of his choice so that he has no more than five remaining.

1.11.3 DECLARATION OF CIVIL WAR: After all cards have been played/discarded then starting with the HRAO and going clockwise each victorious Commander must either lay down his command and return his forces to the Active Box or declare himself in revolt. [If using the Rebel Governor Advanced Rules \(2.03\), 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.](#) For the explicit purpose of determination the HRAO for this declaration assume that all Senators in play are in Rome. 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 rules 2.2) to Senate control.

1.11.33 MAINTENANCE: During the Revenue Phase, before the redistribution of income the rebel Senator must pay out of his Personal or Faction Treasury the maintenance for all Legions under his command (1.06.1). 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 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 [EXCEPTION: [Rebel Governor Advanced Rule \(2.03\)](#)].

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; 1.12.5).

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 combat losses except "ALL" called for by the Combat Results table are applied equally to *both* armies. The Mortality Chits drawn for losses on both sides and can affect *either* Commander. A rebel also wins if the State is bankrupt or overturned by a "People Revolt" result on the Population Table (1.08.2).

1.11.371 CIVIL WAR VICTORY: 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 (including the military rating of the rebel Senator) he has defeated. 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.

1.11.372 CIVIL WAR STALEMATE: "Stalemate" means the Civil War is undecided, and must be continued during the next Combat Phase. 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.

1.11.373 CIVIL WAR DEFEAT: "Defeat" means the revolt has succeeded and the rebel now rules Rome and wins the game, barring the collapse of the Republic (1.12.5). All surviving Senate armies are returned to Rome and the rebel Army suffers no losses.

1.12. VICTORY CONDITIONS

1.12.1 GAME END: Victory is checked at the very end of every Revolution Phase. If a Victory Condition hasn't been met the game automatically ends at the end of the Forum Phase whenever the "Era Ends" card is revealed. Persuasion attempts that occur after the Era Ends card is revealed automatically fail on a 9 or higher (instead of 10 or higher). Remember that Rome only loses if the *turn* ends with four active wars – so in the event the Era Ends card is drawn the current war standings will have no effect (i.e. Rome will survive).

1.12.2 WINNING: The game ends when a faction fulfils any of the following victory conditions (1.12.6)

- A. The first non-rebel Senator that achieves a total of 35 Influence is appointed Consul for Life (1.09.83) and Rome survives the turn.
- B. A non-rebel Senator is elected Consul for Life and Rome survives the turn (see 1.12.4, 1.09.82).

- C. A rebel Senator while marching on Rome defeats the Senate in battle unless Rome is overcome by four Wars (1.12.5). This victory condition trumps any Consul for Life victory condition.
- D. A rebel Senator wins if the State goes bankrupt or the People Revolt unless Rome is overcome by four Wars (1.12.5). This victory condition trumps any Consul for Life victory condition.
- E. At the end of the Forum Phase in which the Era Ends card is revealed the faction with the most combined Influence on non-rebel Senators wins unless other victory/defeat conditions intervene.

1.12.3 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 Rebel Senator in play.
- C. The State Treasury goes bankrupt (unable to pay for anything when required) with no Rebel Senator in play.

1.12.4 CONSUL FOR LIFE: If a Senator has "won" by being voted or appointed Consul for Life 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 player's 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, but not if he is captured. If a Civil War is already ongoing, that rebel can still win by defeating the Senate's Army (1.12.5) during the turn in which the Consul for Life is elected – otherwise the Consul for Life will win the game at the end of the turn (exception 1.12.6) regardless of the Civil War status.

1.12.5 REBEL 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 at least 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 the case of a People Revolt or State Bankruptcy, skip directly to the Combat Phase immediately after the trigger occurs. The Rebel 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 in the order of his choosing 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.

1.12.6 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 advanced rules are available for a game of Republic of Rome. Players may mix and match these rules as they see fit. The overview of each rule should provide information on the complexity and recommendations on when they should be used.

2.01 PONTIFEX MAXIMUS

2.01.1 OVERVIEW: The Pontifex Maximus is an additional lifetime major Office holder that delegates Priesthoods and can veto proposals without a Tribune. These Advanced Rules adds minimal complexity and is a highly recommended Advanced Rule.

2.01.2 ELECTION: Unlike normal offices the Pontifex Maximus office is held for life or until stripped of it by Senate vote, multiple Evil Omens, or Prosecution. If, during the Senate Phase, no Senator holds the Pontifex Maximum office a Pontifex Maximus is elected immediately after the two Consuls (before a Dictator appointment/election) 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. The Pontifex may not resign his office voluntarily.

2.01.3 PRIESTHOODS: During the Senate Phase of each Game Turn, including the first, the Pontifex Maximus should 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 any player notices a priest has not yet been assigned or reassigned by the Pontifex Maximus the HRAO must force the Pontifex Maximus to do so immediately. If the Senate Phase is closed and no player remembered to have the Pontifex Maximus assign a Priesthood the Pontifex Maximus forfeits his ability to assign a Priesthood this turn.

2.01.31 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.

2.01.32 PRIEST BATTLE INFLUENCE: Every Priest receives one extra vote when voting on a proposal that will send forces against a War or change/retain their Commander. This does not include deployment of Garrisons or Governors.

2.01.4 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 against a War or change/retain their Commander. This does not include deployment of Garrisons or Governors.

2.01.5 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 (but not propose) anything that could normally be vetoed with a Tribune.

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

2.01.7 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.

2.01.8 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 with the Pontifex Maximus Veto ability, although another Senator (of his or another Faction) wielding a Tribune may. If voted out of office, he loses five Influences. Regardless of the cause of a Pontifex Maximus' removal, the Priesthoods he has assigned are not affected.

2.02 PROVINCIAL WARS

2.02.1 OVERVIEW: Provincial Governors must now raise/maintain local forces and command Garrisons which may be used to defend the Province from attacking Wars. This Advanced Rule adds a medium level of complexity. The Provincial Wars rules should only be used once players have a good understanding of the Basic Rules.

2.02.2 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:".

2.02.3 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 will build Provincial Armies/Fleets in equal proportions (Armies getting preference in the case of odd numbers). Provincial units are freely maintained unless controlled by a Rebel (optional rule 2.03).

2.02.31 GARRISONS: The Senate may send Legions to a Governor to serve as a Garrison to stiffen a Provincial Army as a normal force deployment proposal (1.09.645). Garrisons require maintenance by the Senate—not the Province.

2.02.32 ARMY STRENGTH: Provincial Armies are counted at full value as long as a Garrison or Rebel Legion at the start of battle accompanies them. Otherwise, Provincial Armies count half (fractions rounded up). Note that the Base Strength of a Province is considered separately from Provincial Armies and is not halved.

2.02.4 PROVINCIAL WARS: Whenever an active War card appears which names Provinces in brackets, those Provinces are considered under attack (if they exist and are loyal to Rome). All bracketed provinces lose all taxes (Personal, State, and Local) and they may maintain their existing Provincial forces for free, but may build no new ones. At the end of any Combat Phase the first Roman controlled Province listed in brackets for each war must attack that War unless it is Stalemated, Standoffed, or Defeated by a Roman Force sent by the Senate this turn. If multiple Provincial Wars exist randomly determine their resolution order. Provincial Wars should be fully resolved one at a time as a victory in one War could drastically alter another (e.g. fighting a set of Matching Wars).

2.02.41 COMBAT: The attacking Roman controlled Province must 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 plus 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. 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 eliminating armies consisting of a combination of Garrison Legions and Provincial Armies two Provincial armies are always lost first followed by one random garrison legion. Continue with the 2 Provincial, 1 Garrison pattern until the required amount of losses has been taken (e.g. 8 losses will equate to 6 Provincial Armies and 2 Garrison Legions).

2.02.412 DEFEAT: A “Defeat” in a land or naval 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 and all remaining Provincial Forces. 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 by one for each Army/Fleet and are not affected by multipliers for matching wars. Provincial Armies/Fleets 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. The Province may not build additional forces while allied with a War card.

2.02.413 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.

2.02.414 VICTORY: A result of "Victory" in a land battle (or a naval battle if the War has no land strength) turns the War card into an Inactive War provided there is presently no activating matching Wars/Leader in the Forum. In this case 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 War is flipped over and treated as if it were just drawn (Time Delay 1.07.3321). A defeated war returns all attached allied provinces to the Forum undeveloped with no Provincial forces. A Provincial Victory has no effect on the Unrest Level and no spoils of war are gained. Governors that win a Provincial Victory (land or naval) receive the standard Influence and Popularity gains. Veteran Legions are created from Garrisoned Legions (provincial armies cannot become veteran) 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 and the war is considered Prosecuted for that turn.

2.02.5 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. A Province like this should be considered a War card in all aspects. 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 in this way will build additional armies/fleets in equal proportions to the fullest extent of its combined Personal, State and Local Taxes income. A Province that has revolted in this way pays no maintenance for its troops and upon defeat it returns to the Forum in its undeveloped state with no Provincial Forces.

2.03 REBEL GOVERNORS

2.03.1 OVERVIEW: Provincial Governors may now use their local forces and Garrisons to revolt against the Senate. This Advanced Rule adds a high level of complexity and should only be used once players have a very good understanding of the basic rules. The Provincial Forces Advanced Rules (2.02) must be used in order to use the Rebel Governor Advanced Rules.

2.03.2 REBEL GOVERNORS: Governors may use their Provincial forces and Garrisoned Legions in a revolt against the senate by revolting during the Revolution Phase. Declarations of revolting by Governors are made at the same time as the revolt announcement of victorious returning Commanders (1.11.3). As per the standard Revolution rules, there may only be one Rebel Faction. 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/Fleets and Garrisoned Legions 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.

2.03.21 SECONDARY REBELS: When a player declares multiple 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 immediately – 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.

2.03.22 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 and cannot be affected by any Random Events.

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

2.03.24 REBEL PROVINCIAL MAINTENANCE: A Primary Rebel must pay two Talents per Provincial Army/Fleet, Garrison Legion/Fleet and for each point of strength in the 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 which to pay the maintenance costs of these troops (or cannot) they are immediately disbanded. If, after releasing all non-provincial Legions/Fleets the Rebel still cannot pay his upkeep costs he must release Provincial Armies/Fleets until he can afford to pay the maintenance. If he still cannot pay he simply pays all of his money (but does not lose any base strength points).

2.03.25 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 Armies/Fleets and Garrison Legions 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).

2.03.4 FLEET ALLEGIANCE: A Victorious general attempting to revolt must dice for the loyalty of the Garrison 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 (2.03.52) so a fleet is not always necessary.

2.03.5 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. The revolt itself is resolved as in the standard rules except for Reinforcements & Naval Interceptions (2.03.52).

2.03.51 REINFORCEMENTS: On any Revolution Phase following a Combat Phase where an attacking Primary Rebel achieves a Standoff or Stalemate result, one 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".

2.03.52 NAVAL INTERCEPTIONS: When a Governor from a Rebel Province attempts to land on Italy on a turn after he declares his revolt or reinforce the Primary Rebel, the forces are subject to a Naval Interception by the Senate if its provinces printed fleet strength is greater than 0. All Naval Interception battles are resolved before any other battles are during the Combat Phase. The Rebel's fleet strength consists of the Province's printed fleet strength in addition to any Provincial and Garrison Fleets (The Rebel's Military Commander rating is not used). Provincial fleets are always counted at full strength unlike provincial armies. The Senate's strength consists of every available Fleet in Italy (unallocated to other wars). 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 (even on a Stalemate). Battle losses are taken equally from each side for every result other than "No Losses" and "ALL". Only fleets are subject to such losses, Mortality chits are not drawn and this has no effect on Unrest.

2.03.6 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). He can, however, still win if the People Revolt or the State Treasury is exhausted. 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 the Province's printed Strength plus all Provincial units, loyal Veterans, and garrison Legions/Fleets 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). If the Senate does not send an Army to attack the Primary Rebel Governor remaining in his Province - that Revolt is considered Unprosecuted and will increase Unrest per the normal rules.

2.03.61 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 (2.03.5). If, however, the Rebel Governor is located in his Province (2.03.6), Rome can attack the Province. When being attacked in his home Province a Primary Rebel Governor can receive Reinforcements (2.03.51), 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 are in Province)
- c) Garrison Legions (Veterans count double)
- 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 rebel Roman fleets exceeds the undeveloped printed land strength of the Province (even if it 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.

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

2.03.71 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 (2.03.5), or by attacking him on his rebel Province and achieving a victorious result. (2.03.61). Once this is done all remaining rebel resistance collapses, Secondary Rebels are automatically killed and their provinces are returned to the Forum undeveloped with no provincial forces.

2.03.72 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 (1.12.5). 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 Treasury.

2.04 LEGIONARY DISBANDMENT & RECALL

2.04.1 OVERVIEW: Commanders with Allied Legions may now gain Influence and Popularity by disbanding these Legions. These Advanced Rules add minimal complexity and can be used once players have an understanding of the Basic Game.

2.04.2 DISBANDMENT: During the Revolution Phase when it is a player’s turn to play cards 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.

2.04.3 RECALL: A Senator who has disbanded Veteran Legions may recall those Legions to active status during the Senate phase *while he is Consul* by paying from his Personal or Faction Treasury ten Talents per Legion. 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.

2.05 ADVOCATES

2.05.1 OVERVIEW: Prosecutions now have Trials where both the Censor and an Advocate compete with Oratory to influence the outcome. This Advanced Rule adds a moderate level of complexity.

2.05.2 APPOINTING AN ADVOCATE: Immediately after the post of Prosecutor is filled for a prosecution the Accused may ask one Senator, belonging to any player (including himself), 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 specifically indicates that he would like 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 publicly or privately). 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.

2.05.3 TRIAL VOTES: The Prosecutions (1.09.41) are carried out as normal. After the votes are announced the Advocate performs a 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. The Trial *must* be conducted (unlike the 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.

Trial Votes = (Advocate's Oratory – Prosecutor's Oratory + DR)

Final Verdict = (Popular Appeal Votes + Accused's Influence + Senate Votes) + Trial Votes

2.05.4 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).

2.05.5 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.

2.05.6 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.

2.05.7 CICERO: Cicero is considered to this day to have been one of the finest orators and trial lawyers of western history. Add to the statesman M. Tullius Cicero [#28a] the following: "When acting as either the Advocate or Prosecutor in a Prosecution Cicero adds +2 to his trial dr." Cicero retains his normal Tribune power.

2.06 PASSING LAWS

2.06.1 PASSING LAWS: Law cards are now put forth as proposals which awards senators for successfully sponsoring them. These Advanced Rules add only slight of complexity and only moderately increase the playing time.

2.06.2 ENACTING LAWS: In order to be enacted a Law must be voted upon by the Senate and pass. Law cards may be proposed by a Senator at anytime during the Senate Phase even before the consuls are elected. If played in the middle of a proposal resolution it will automatically be the next proposal. The player of the card does not have to be the HRAO and is able to put the passage of the Law forward as a proposal without the use of a Tribune. The HRAO still controls the order and speed of the vote. This vote cannot be vetoed and assassinating the Sponsor or Co-Sponsor does not stop 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. Once enacted, the rules affected apply to all subsequent play - not just the Sponsors or players of the Law, unless otherwise stated. Display Enacted Law cards as you would normally in the Law Box. If the Law fails it is discarded from the game.

2.06.3 REWARDS FOR ENACTING: If enacted the sponsoring Senator gains 3 Influence while the co-sponsor gains 1 Influence.

2.06.4 DISCARD PROHIBITION: A Law card cannot be discarded voluntarily by a player during the Revolution Phase. If a player's hand rises above five cards in the Revolution phase he must discard a non-Law card.

2.06.5 SERVILIAN LAW: If used to repeal the Acilian Law, this card is voted on normally. If played for the +1 to Knights Attraction the benefit can apply to any Faction named by the player of the card.

2.06.6 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.

2.06.7 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.

2.06.8 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 own votes, including those from Knights. Cato also can perform one Veto a turn."

2.07 EXILES

2.07.1 OVERVIEW: Statesmen may now go into exiled when faced with a major prosecution. These Advanced Rules add medium of complexity.

2.07.2 EXILE: Any *Statesmen* (not a normal Senator) 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.

2.07.3 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 affects the Statesman in exile or the Family card if the Family card remains in play.

2.07.4 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 or in the case of the Licinii/Grachii joins the Faction of his related Statesman. 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.

III. BASIC SCENERIOS

*Players have a variety of scenarios that each play differently to choose from. Players who desire a more cooperative but difficult game should try the **Early Republic Scenario** (3.01.1). Players who desire a scenario with a more competitive atmosphere while also giving Rome better odds to survive should start with the **Middle Republic Scenario** (3.02.1). Only players wishing a cut-throat confrontational game should start with the **Late Republic Scenario** (3.03.1). Players who have 6 or more hours available should ideally plan on playing an **Extended Scenario** (3.04.1) in which Rome will progress through the multiple Scenarios sequentially. Scenario Setups will often refer back to the **Early Republic Scenario** as the default guideline.*

3.01 EARLY REPUBLIC SCENARIO

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

3.01.2 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.

3.01.3 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.

3.01.4 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. To setup the deck do the following:

- A. Place the 1st Punic War card in the Inactive Wars section of the Forum.
- B. Separate the 20 white Senator cards and randomly deal three face-up to each player. Return the all the remaining black Senator cards to the white deck.
- C. Shuffle the white deck and deal out three cards face down to each player. Players should keep any Faction card they get but any Public card should be discarded face up when received and replaced with another card. Repeat until all players a hand of three hidden Faction cards. Shuffle the discarded Public cards back into the deck.
- D. Separate 7 random cards from the gray deck and combine them with 7 random cards from the gray deck along with the "Era Ends" card. Shuffle these cards and place them at the bottom of the white deck.
- E. Put the remaining grey deck and the pink deck aside. .

3.01.5 LEGIONS: Four Legions are put in the "Active Box"

3.01.6 PROVINCE: No Provinces are currently in play.

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

3.01.8 TEMPORARY ROME CONSUL: Draw a mortality chit from the cup. If the ID# drawn does not match an existing Senator put it to the side and draw again until a matching ID# is drawn. The matching 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. Place all the mortality chits back into the cup.

3.01.9 INITIAL FACTION PHASE: Each player (starting with the Temporary Rome Consul and going clockwise) may decide to play any Statesmen or Concessions he has now or hold them in his hand until a subsequent Revolution Phase. Faction cards may not be traded until the Revolution Phase.

3.02 MIDDLE REPUBLIC SCENARIO

3.02.1 MIDDLE REPUBLIC SCENARIO OVERVIEW: The setup for the Middle Republic is the same as the Early Republic except for the following:

3.02.2 CARDS: Setup the Middle Republic gray deck as shown below:

- A. No cards are placed in the Forum.
- B. Combine all the black Senators from the white and gray desks. Shuffle them together and deal four face-up to each player. Return the all the remaining black Senator cards to the gray deck.
- C. Add all the Concessions from the white deck to the gray deck.
- D. Separate and shuffle all the non-Statesman Faction cards from the white deck. Randomly draw the first six Faction cards from these cards and add them to the gray deck without looking at them.
- E. Shuffle the gray deck and deal out three cards face down to each player. Players should keep any Faction card they get but any Public card should be discarded face up when received and replaced with another card. Repeat until all players a hand of three hidden Faction cards. Shuffle the discarded Public cards back into the deck.
- F. Separate 7 random cards from the gray deck and combine them with 7 random cards from the pink deck along with the "Era Ends" card. Shuffle these cards and place them at the bottom of the gray deck.
- G. Put the remaining white and pink decks aside.

3.02.3 PROVINCE: 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.

3.02.4 LEGIONS: Six Legions are put in the "Active Box"

3.03 LATE REPUBLIC SCENARIO

3.03.1 LATE REPUBLIC SCENARIO OVERVIEW: The setup for the Late Republic is done the same as the Early Republic except for the following:

3.03.2 CARDS: Setup the Late Republic into a pink deck as shown below:

- A. No Cards are placed in the Forum.
- B. Separate and combine all the Family Senators (black text) from the white, gray and pink decks. Shuffle them together and deal five face-up to each player. Return the all the remaining Family Senators (black text) cards to the pink deck.
- C. Add all the Concessions from the white deck to the pink deck.
- D. Separate and shuffle all the non-Statesman Faction cards from the white and gray decks. Randomly draw the first six Faction cards from this pile and add them to the pink deck without looking at them.
- E. Shuffle the pink deck and deal out three cards face down to each player. Players should keep any Faction cards they get but any Public card should be discarded face up when received and replaced with another card. Repeat until all players have a hand of three hidden Faction cards. Shuffle the discarded Public cards back into the deck.
- F. Separate 10 random cards from the pink deck and add the "Era Ends" card. Shuffle these cards and place them at the bottom of the pink deck.
- G. Put the remaining white and gray decks aside.

3.03.3 PROVINCE: 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.

3.03.4 LEGIONS: Eight Legions are put in the "Active Box"

3.03.5 LAWS: All Law cards from the gray deck are placed in the Law space and considered in play except the Servilian and Acilian Laws which are removed from the game.

3.04 EXTENDED SCENARIO

3.04.1 EXTENDED SCENARIO OVERVIEW: Rather than simply playing one scenario, continue into the Middle (or Late) Republic by shuffling the deck from that period and placing it in play. Players may play just two decks (Early to Middle or Middle to Late) or opt for the complete extended game (Early to Middle to Late). Play proceeds normally after noting the increased Legion Loyalty numbers for Revolts (1.11.31) and the new Random Events Table column in use for the new period. The game is considered to be in the Middle or Late period the moment a card is drawn from that deck (the drawing player must announce he drew from the new deck). Allocate the Era Ends card within the last deck you are planning on using as per that deck's scenario guidelines.

3.01.2 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.

3.01.3 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.

3.01.4 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. To setup the deck do the following:

- A. Place the 1st Punic War card in the Inactive Wars section of the Forum.
- B. Separate the 20 white Senator cards and randomly deal three face-up to each player. Return the all the remaining black Senator cards to the white deck.
- C. Shuffle the white deck and deal out three cards face down to each player. Players should keep any Factioncard they get but any Public card should be discarded face up when received and replaced with another card. Repeat until all players a hand of three hidden Faction cards. Shuffle the discarded Public cards back into the deck.
- D. Separate 7 random cards from the gray deck and combine them with 7 random cards from the gray deck along with the "Era Ends" card. Shuffle these cards and place them at the bottom of the white deck.
- E. Put the remaining grey deck and the pink deck aside. .

3.01.5 LEGIONS: Four Legions are put in the "Active Box"

3.01.6 PROVINCE: No Provinces are currently in play.

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

3.01.8 TEMPORARY ROME CONSUL: Draw a mortality chit from the cup. If the ID# drawn does not match an existing Senator put it to the side and draw again until a matching ID# is drawn. The matching 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. Place all the mortality chits back into the cup.

3.01.9 INITIAL FACTION PHASE: Each player (starting with the Temporary Rome Consul and going clockwise) may decide to play any Statesmen or Concessions he has now or hold them in his hand until a subsequent Revolution Phase. Faction cards may not be traded until the Revolution Phase.

IV. ADVANCED SCENERIOS

*Players wanting a long game with alternative history flavor should play the **Alternate History Scenario** (3.01.6).*

4.03 ALTERNATIVE HISTORY ADVANCED SCENARIO

3.02.3 ALTERNATE HISTORY SCENARIO SETUP: Setup the game exactly as the Early Republic Scenario (3.01.1) routine except ignore all deck colors (e.g. deal out 3 random senators (from any scenario) and 3 random Faction cards (from any scenario). The deck will consist of all three decks shuffled together. The Random Events column and Legion Loyalty Numbers will advance at the start of the 8th and 16th turns. Randomly shuffle the Era Ends card into the last 14 cards of the combined deck.

IV. INDEX & GLOSSARY

A

Advocate: A consenting Senator appointed by the Accused to defend against a specific Prosecution. (2.05) (Trial: 2.05.3)

Aligned Senator: A Senator controlled by a player. All Senators not in the deck, discard pile, Curia or Forum.

Alternate History Scenario: A Scenario which uses all the decks shuffled into one. (3.02.1)

Assassinations: (1.09.7) (Resolution: 1.09.72) (Effects on Senate: 1.09.721) (Assassin Card: 1.09.7) (NA Public Agreement: 1.04.2) (Bodyguards: 1.09.73)

B

Bankruptcy: A condition that occurs when Rome cannot pay its Debts (1.06.42)

Bodyguards: Intrigue Cards the help defend against Assassinations. (1.09.73)

C

Captive: (1.10.81)

Censor: A prior Consul that conducts Prosecutions. (1.09.4) (Death Consequences: 1.09.41)

Civil War: When one or more Senators revolt against the State. (Declaration: 1.11.3) (Maintenance: 1.11.33) (Resolution: 1.11.37) (Winning Condition: 1.12.5), (Rebel Governors: 2.03)

Combat Phase: (1.10)

Commander: Any Senator in control of a military force. (Commander Death: 1.10.8) (Capture: 1.10.81)

Concession: Economic consideration cards owned by a particular Senator (1.07.32) (Revenue Collection: 1.06.2) (Corruption: 1.06.231) (Reviving: 1.07.8) (Proposal: 1.09.61) (Destroying: 1.09.611) (Playing: 1.11.1)

Consul For Life: Usually the winner of the game. (Election: 1.09.82) (Appointment: 1.09.83) (Resolution: 1.12.4)

Consuls: The Rome and Field Consuls. (1.09.2)

Contributions: Whenever a Senator makes a donation to the State Treasury. (1.06.42)

Curia: The three space area next to the Forum where destroyed Concessions and dead Family cards wait to be revived and Leaders without Wars await Aging die rolls. (1.07.8)

D

Death Consequences: (1.05.2)

Debts: Expenses that must be paid out of the State Treasury in the Revue Phase: (1.06.42)

Defeats: (1.10.2), (Provincial War: 2.02.412), (Rebel Province: 2.03.72)

Deployment: A proposal to send/recall a Commander with Legions/Fleets to fight a War: (1.09.64) (Minimum Force: 1.09.642) (Recall: 1.09.643) (Garrisons: 1.09.645) (Reinforcements: 1.09.646)

Dictator: Always the HRAO, appointed/elected only in times of dire military emergency. (1.09.3) (Deployment Priority: 1.09.641)

DRM: Die Roll Modifier.

Disaster: (1.10.21)

Disbandment: Disbanding an Allied Veteran Legion (2.04.2) (Recall: 2.04.3)

DR (Dice Roll): A roll of two dice

dr (die roll): A roll of one die

E

Early Republic Scenario: A Scenario which uses the white deck (3.01.1)

Era Ends Card: An Event Card that signifies that the game is over at the end of the current Forum Phase. (1.12.2)

Events: (1.07.35) (Removal: 1.07.1)

Evil Omens: (Pontifex: 2.01.7)

Exile: A statesmen that has left Rome to avoid a Major Prosecution. (2.07), (Life in Exile: 2.07.3), (Recall: 2.07.4)

Extended Scenario: A scenario which uses decks in sequenced order (white > gray > pink) (3.04.1)

F

Faction Cards: Any card with red text. These cards are kept hidden when drawn. These include Statesmen, Concession, Law and Intrigue cards. (1.07.36), (Hand Limit: 1.11.2), (Exchanging: 1.04.4) (1.07.3)

Faction Leader: (Assassination Implications:), (Persuasion Attempt Immunity:), (Death Consequences:) (Changing: 1.07.7)

Faction Treasury: Talents kept hidden on the Faction Treasury Card. (1.06.22)

Faction: A set of Senators that are controlled by a player. (Elimination: 1.05.3)

Family Senator: A Senator with black text. (1.07.311) (Revival: 1.07.8)

Field Consul: Usually the principal military Commander of Rome. (1.09.2) (Deployment Priority: 1.09.641)

Fleet Support: A required minimum number of Fleets that must be present to even attempt to fight a Land Battle. (1.10.11)

Fleet Victorious Marker: A Marker put on a war to designate that the Naval Battle has already been won.

Fleet: (Maintenance: 1.06.42), (Rebel Maintenance: 1.06.1)
Forum Phase: (1.07)
Forum: The 9 space location on the board depicting the map of the Mediterranean. Events, Concessions, and Unaligned Senators are displayed here.
Frontier Provinces: Provinces with underscored names susceptible to Barbarian Raids Events. (1.09.6451)

G

Game End: (1.12.1)
Garrison: Legions assigned to a Province under the Command of a Governor. (1.09.645)
Governor: A particular Senator assigned to control/protect a Province. (Personal Income: 1.06.24) (Return: 1.06.5) (Election: 1.09.5) (Against Provincial War: 2.02.4) (Rebel: 2.03.2)
Gracchi Brothers/Licinii: Statesmen pairs (brothers) that can both be in play at the same time. (Death Resolution: 1.05.11) (Recall: 1.09.52)

H

HRAO: (Highest Ranking Available Official): The first official on the following list present in Rome: Dictator, Field Consul, Censor, Master of Horse, Pontifex Maximus, followed by any Senator with most Influence. (1.09.11)

I

Influence: A number indicating the current prestige of a Senator. It can never drop below zero. (1.07.31)
Initial Faction Phase: The time at which players can play their Faction cards before the game starts (1.04.28)
Initiative: A four-step Player Turn within the Forum Phase executed by each player one player at a time. (1.07.2) (Bidding on Initiatives: 1.07.21)
Internal Disorder: (2.02.5)
Intrigue Card: A Faction Card that allows a special ability.

K

Knight: A member of the commercial class. (Revenue Bonus: 1.06.231) (Attracting: 1.07.5) (Pressuring: 1.07.51)

L

Land Battle: A battle fought strictly between Legions and/or Provincial Armies sometimes requiring Supporting Fleets (1.10.11)
Land Bill: A proposal to lower the Unrest and award Popularity at a cost applied to the State Treasury. (1.09.62) (Repeal: 1.09.621) (Assassination Effect: 1.09.623)
Late Republic Scenario: (Setup: 3.03.1)

Laws: A type of Intrigue card that, when played, changes the game rules (1.07.363) (Passing Laws Advanced Rule: 2.06)
Leaders: Enemy Commanders associated with Wars. (1.07.34) (Aging Die Rolls: 1.07.8)
Legion: (Maintenance: 1.06.42), (Rebel Maintenance: 1.06.1)
Local Taxes: Taxes that can only be used for raising Provincial Armies/Fleets (2.02.2)
Losing Conditions: (1.12.3)
Losses: (Land: 1.10.61), (Naval: 1.10.62) (Commander Death: 1.10.8)
Loyalty: A number that measures the degree of Allegiance a particular Senator has to his current situation (1.0731) (Persuasion Attempt Effects: 1.07.411) (Statesmen Loyalty: 1.07.312)

M

Maintenance: (Legions/Fleets: 1.06.42), (Rebel Legions/Fleets: 1.11.33, 1.06.1), (Rebel Provincial Maintenance: 2.03.24)
Major Prosecution: A prosecution in which a guilty verdict results in death. (1.09.41, 1.09.43)
Manpower Shortage: An event indicating that Legions or Fleets cost twice as much to purchase by the Senate this turn.
Master of Horse: A Dictator's second-in-command. (1.09.34)
Matching Wars: Wars that, when active together, double, triple or quadruple in strength. (1.07.332), (Time Delay: 1.07.3321)
Middle Republic Scenario: (Setup: 3.02.1)
Military rating: A number that represents a particular Senator's ability as a Commander of military forces. (1.0731)
Minor Motions: Gratuitous proposals in increase the flavor of the game. (1.09.84)
Minor Prosecution: A Prosecution in which a guilty verdict results in the loss of Influence, Popularity and Prior Consul Marker. (1.09.41, 1.09.42)
Mortality Chits: Chits with a skull with numbers (1-30) that correspond to Senator ID numbers. These are drawn from an opaque cup/bag when Mortality Resolution is needed. (1.05.1)
Mortality Phase: (1.05)
Mortality Resolution: The process of drawing a Mortality Chit(s). The corresponding Senator (Family or Statesmen) matching the ID # of the Mortality Chit dies. (1.05.1)

N

Naval Battle: A battle fought strictly between Fleets. (1.10.12)
Naval Interception: When Rome attempts to intercept a Rebel Fleet. (2.03.52)
No Recruitment: an event indicating that Legions or Fleets may not be purchased by the Senate this turn.

Nomination: A type of Proposal. (Cannot Decline: 1.09.182)

O

Oratory: A number that indicates the political skills and voting power of a Senator (1.07.31)

Other Business: Any business that can be conducted after vacant Provinces have been filled. (1.09.6)

P

Personal Treasury: Talents belonging to and residing on a single Senator. (1.06.2)

Persuasion Attempts: The attempt of one Senator to convince another to join a player's Faction. (1.07.4) (Resolution: 1.07.41)

Pontifex Maximus: The highest state religious official of Rome. (2.01) (Election: 2.01.2) (Priesthoods: 2.01.3), (Battle Influence: 2.01.4), (Veto Power: 2.01.5), (Collections: 2.01.6), (Evil Omens: 2.01.7), (Recall: 2.01.8)

Popular Appeal: An appeal to the people made by an Accused Senator. (1.09.44)

Popularity: A number indicating how well liked the Senator is within Rome. It can range from 9 to -9. (1.07.31)

Population Phase: (1.08)

Presiding Magistrate: The Senator (typically the HRAO) in control of the Senate. (1.09.12) (Resignation: 1.09.144) (Death: 1.09.16)

Pretender: (2.02.5)

Priesthoods: A Minor Office awarded to Senators by the Pontifex Maximus. (2.01.3)

Primary Rebel: The leader of all Rebel forces in a Civil War. (Declaration: 1.11.3)

Prior Consul Marker: A marker that indicates a Senator has held either a Consul or Dictator Major Office at one point. A Senator can only have one. (Gaining: 1.09.22, 1.09.33) (Losing:)

Private Agreements: Any transaction or deal made privately between players. They are non-binding. (1.04.3)

Proconsul: A Commander from a previous year who remains in command of his army following a non-victorious result. Not a Consul. (1.10.7)

Proposal: Any motion put forth that requires a vote. Proposals are typically made by the Presiding Magistrate or Tribunes. A nomination is a type of Proposal. (1.09.13) (Passage: 1.09.143) (Timing: 1.09.17) (Prohibitions: 1.09.018)

Prosecutor: A consenting Senator appointed by the Censor to conduct a specific Major or Minor Prosecution: (1.09.411), (vs. Advocate: 2.05.3)

Province: An area of land ruled by a Governor of Rome. (Improvement: 1.06.3) (Vacant: 1.09.54)

Provincial Armies: Non-Legion ground forces raised in Provinces. (Raising: 2.02.3), (Strength: 2.02.32), (Losses: 2.2.411)

Provincial Fleets: Non-Roman naval forces raised in Provinces. (Raising: 2.02.3), (Strength: 2.02.32), (Losses: 2.2.411)

Provincial Wars: Advanced Rules allowing Wars to attack Provinces. (2.02)

Public Agreements: Any transaction or deal made in front of all the other players. They are binding. (1.04.2)

Public Cards: Any card with black text. These cards are always revealed when drawn from the deck. (1.07.3)

Putting Rome in Order: The four step process where cards are moved out of the Curia. (1.07.8)

R

Rebel Governors: (2.03.2) (Secondary: 2.03.21) (Province Management: 2.03.22) (Income: 2.03.23), (Maintenance: 2.03.24), (Legion Allegiance: 2.3.3), (Fleet Allegiance: 2.03.4), (Marching on Rome: 2.03.5), (Staying in the Province: 2.03.6)

Rebel: A Senator currently involved in a Civil War on the side opposing the Senate. (Maintenance of Forces: 1.06.1, 1.11.33), (Declaration: 1.11.3), (Secondary Rebel: 1.11.32), (Income: 1.11.34), (Winning Condition: 1.12.5), (Governor: 2.03.2)

Recruitment: A proposal to raise Legions and or Fleets for a cost of 10T per Legion/Fleet. (1.09.63) (Concession Gains: 1.09.63)

Repopulating Rome: To bring the number of Aligned Senators in Rome up to eight. (1.09.81)

Resign: A Senator can never resign his office. (1.09.181)

Revenue Phase: (1.06)

Revolts: A War where no Spoils of War are created when defeated. (1.07.334)

Revolution Phase: (1.11)

Rome Consul: Usually the HRAO and Presiding Magistrate. (1.09.2)

S

Secondary Rebel: A rebel that supports the Primary Rebel. (1.11.32)

Senate Phase: (1.09) (Order: 1.09.19)

Senator: A politician of note represented by a black text Family card or a red text Statesmen card. (1.07.31) (Family: 1.07.311) (Statesmen: 1.07.312) (Revival: 1.07.8)

Sequence of Play: (1.03)

Spoils of War: Talents gained by the State once a War is Defeated. (1.10.4)

Sponsoring Games: When Senator pays money to the bank and lowers the Unrest. (1.07.6)

Stalemate: (1.10.3)

Standoff: (1.10.31)

State Revenue: The State Treasury gains 100T every turn (1.06.4)

State Taxes: The funds generated or lost by each Province and applied to the State Treasury (1.06.41)

State Treasury: The current funds of the government.
Statesmen: A Senator that is also a Faction Card. (1.07.312)
(Playing: 1.11.2) (Trading: 1.04.4)

T

T: Shorthand for Talent. e.g. 50T = 50 Talents
Talent: A unit of Roman currency (Transfer: 1.04.5)
TDR (Triple Dice Role): A roll of three dice
Temporary Rome Consul: The HRAO that nominates the first pair of Consuls of the game. (3.01.8)
Ties, Resolving: Ties not defined elsewhere are broken with a TDR. (1.04.7)
Time Delay: The rule that states that not more than one Matching War may be made active a turn. (1.07.3321)
Trade: (Talents: 1.04.5), (Faction Cards: 1.04.4)
Trial: A contest comparing Oratory between a Prosecutor and an Advocate during a Prosecution. (2.05.3)
Tribune: A card or ability that allows a Senator to either put forth a Proposal without being the Presiding Magistrate or to Veto a Proposal currently on the floor. (1.09.15) (Prosecutions: 1.09.45)
Turn-Order, Resolving: Turn order not defined elsewhere is broken with HRAO first and going clockwise. (1.04.8)

U

Unprosecuted Wars: Wars that that not fought in the current turn and that increase Unrest. (1.10.9)
Unrest Level: A measure of the people's satisfaction with the government. (1.08.2)

V

Veteran: An Allied Legion created by a Victory with a combat strength of two. (1.10.5) (Allegiance: 1.10.51, 1.11.36)
Veto: To cancel a proposal. (Tribune: 1.09.152), (Pontifex: 2.01.5)
Victory Conditions: (1.12)
Victory: (1.10.4), (Provincial Wars 2.02.414), (Rebel Provinces: 2.03.72)
Vote Talley: The total votes (oratory + knights) that a Faction controls. Updated whenever vote totals change (1.04.6)

W

Wars: (1.07.33) (Inactive: 1.07.311), (Matching: 1.07.332) (Unprosecuted:), (Time Delay: 1.07.3321) (Consequences: 1.0733), (Resolution: 1.10.1)
Winning Conditions: (1.12.2)