

MORTALITY PHASE (1.05)

Imminent Wars	One War for every set of Matched Wars is moved from Imminent to Active, following order.
Mortality	Draw one Mortality Chit for natural deaths.

REVENUE PHASE (1.06)

Rebels	Rebel Senators pay 2T x Legion/Fleet from their Personal or Faction Treasuries. <i>Incomes from Province are kept.</i> Veterans loyal to the Rebel don't need to be maintained.
Personal Revenues	+3 T Faction Leader loyal to Rome (unless captured). +1 T Senators loyal to Rome (unless captured or un-aligned). +1 T for every Knight. +various T for Concessions (show Corrupt). <i>+1d6 T for Pontifex Maximus.</i> Each Governor loyal to Rome can take Provincial Spoil. If so, he gets a Corrupt Marker.
Redistribution	Talents can be distributed between Senators and/or can be put in Faction Treasury. Talents can't be distributed to Rebel Senators. Talents can be given to other Factions only now.
Province Development	Positive with a 6 on 1d6 (5-6 if Governor isn't Corrupt). +3 INF when it develops, and Province is turned to the green side (evolved).
State Revenues	+100 T to Rome. +various T for <i>loyal</i> Provincial State Incomes (can be negative).
Contributions	Every senator can donate Talents to State Treasury, gaining INF. 10 T gives +1 INF 25 T gives +3 INF 50 T gives +7 INF
Debits	-2 T for every Legion/Fleet. -20 T For every Active/Unprosecuted War. -various T for active Land Bills (Remove Land Bill I in this phase).
Local Forces	<i>Local Taxes + optionally Governor Talents to buy Provincial Armies/Fleets (10T each).</i>
Governors	Reduce each Province Term Dial by 1. if it goes to 0, Governor returns to Rome and Province goes in the Forum.

FORUM PHASE (1.07)

Passage of Time	Remove Event Cards in the Forum, unless card states otherwise.
Initiative (x6)	Players (starting from HRAO) make one Initiative each, in which they must roll 2d6: If ≠ 7, draw a card. If red, the card must be kept, if black it must be played. If = 7, roll 3d6 on Event Table, draw the relative Event Card and resolve it. After that, the current Player does the following steps, numbered 1-4, in sequence.
1. Persuasion	One Senator can attempt a single Persuasion roll on a target Senator. (ORA + INF + bribe) of the persuading Senator – (LOY + Talents) of Target –7 if aligned – optional counter-bribes played by other Players = Target Number. If 2d6 ≤ of Target Number, Persuasion is succesful and Target Senator goes to the Faction that attempted Persuasion, with all money used by everyone on it. If 2d6 > of Target Number, or 10+ (9+ after Era Ends card), Persuasion fails and Target Senator remains where he is, with all money used by everyone on it.
2. Knight	One Senator can attract one Knight, rolling 6 on 1d6. Every talent spent is +1 on the roll. Alternatively, one or more Knights can be pressured. Every discarded knight gives 1d6 T.
3. Faction Leader	Faction Leader can be changed.
4. Sponsoring Games	One Senator can sponsor Games. He spends Talents, gains POP and lowers Unrest. 7 T: +1 POP and –1 Unrest 13 T: +2 POP and –2 Unrest 18 T: +3 POP and –3 Unrest
Bid on Initiatives	If playing with less than 6, bid for every Initiative exceeding the number of Players.
Putting Rome in order	1. All Senators holding Major Offices, get a "Major" Marker. 2. With 2nd Punic War or Gladiator Slave Revolt, HRAO rolls to destroy Tax Farmer. 3. HRAO rolls 1d6 for every Senator, Concession or Enemy Leader. With 5-6 it's back in game (or, if Enemy Leader, dies of age).

POPULATION PHASE (1.08)

Unrest Level	+1 for every Drought and Unprosecuted War.
State of the Republic	3d6 + HRAO's POP – Unrest Level. Check result on Population Table.

SENATE PHASE (1.09)

SEQUENCE	ACTION / VOTE
1. Consuls	Election of Consuls. Prior Consuls (and Dictator) gets "Prior Consul" Markers.
2. Pontifex	<i>Election of Pontifex Maximus.</i>
3. Dictator	Appointment or election of Dictator (only with 3 Active Wars or 1 with Strength ≥ 20). Dictator appoints Master of Horse. Dictator can't have offices, except Censor.
4. Censor	Election of Censor (must have "Prior Consul" Marker).
5. Prosecutions (max 1 Major or 2 Minor)	Senate Vote + INF Accused + (Popular Vote if present, on Popular Appeal Table) <i>+ Trial accuse/defence result (ORA Advocate – ORA Prosecutor + 2d6 on Trial Appeal Table).</i> If result positive for the Accused, he's free. <i>+3 INF to Advocate, –3 INF to Prosecutor.</i> If result negative for the Accused, in Minor Prosecution –5 POP, –5 INF (min 0), loses "Prior Consul" Marker (if any) and all Concessions. <i>–3 INF to Advocate.</i> If result negative for the accused in Major Prosecution, he's killed. <i>–3 INF to Advocate.</i> Prosecutor gains ½ INF lost by Accused, rounded up, and "Prior Consul" Marker (if any). Remove Corrupt/Major Markers from Senators in Rome (not from Senators outside).
6. Governors	Election or Recall of Governors. Unaligned Senators can be elected.
Always (optional)	Institution <i>(by voting)</i> of a Law. Assassination Attempts (max 1 done/suffered by a Faction every Turn). <i>Assignment of Priests, by the Pontifex Maximus.</i>
After 1 (option.)	Election of Consul for Life.
After 6 (optional)	Concessions (each Concession can be proposed only once a Turn). Voting for Land Bills (+POP for sponsor and co-sponsor, –Unrest, as per Land Bills Table). <i>Removal of Pontifex Maximus (requires 2/3 majority).</i> Recruitment and/or Disbandment of Legions/Fleets (10 T for each recruited unit). Deployment and/or Recall of Units and Commanders to Wars and/or Garrisons.
Senate adjourned: Commanders w/o adequate Legions/Fleets and forces w/o Commander return to Rome.	

COMBAT PHASE (1.10)

Fighting Wars	3d6 for every War on the Combat Result Table. Check Commander death/capture.
Provincial Wars	<i>Wars hit Provinces if not dealt with by Roman armies.</i>
Unprosecuted Wars	Active Wars not dealt with become Unprosecuted Wars.

REVOLUTION PHASE (1.11)

Intrigue	Players can play, trade (only in this phase) or discard red cards.
Discard	Every Player with more than 5 cards discards those exceeding.
Declaration of Rebellion	Loyalty Check for Legions (Veterans <i>and Garrisons</i> automatically loyal): - Early Republic: Roll 1d6 for every Legion. Loyal with 5-6 - Mid Republic: Roll 1d6 for every Legion. Loyal with 4-5-6 - Late Republic: Roll 1d6 for every Legion. Loyal with 3-4-5-6 Commander can spend at most 1 Talent per legion to get +1 on that roll. Declaration of Rebellion. If more than one Faction declared as Rebel, only the one fielding the greatest force may rebel. Max 1 faction in revolt at a time. Rebel Senators lose Concessions, Knights, Offices and Income <i>(except Provincial).</i>
End of Turn	Check for Victory Conditions, then start a new turn.