

Republic of Rome

Core Rules

Redraft Based on Living Rules v1.04

Edited by Jason Kossowan
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Table of Contents

INTRODUCTION.....	5
GAME COMPONENTS.....	5
OBJECT OF THE GAME.....	9
WINNING THE GAME.....	9
LOSING THE GAME.....	9
SETTING UP YOUR FIRST GAME.....	9
GAME TERMS & CONCEPTS.....	10
TERMINOLOGY.....	10
FACTIONS.....	10
SCENARIO CARDS.....	11
SENATORS.....	11
FAMILY SENATORS.....	12
STATESMAN SENATORS.....	12
GRACCHI & LICINII BROTHERS.....	13
CONCESSIONS.....	13
WARS.....	13
IMMINENT WARS.....	15
REVOLTS.....	15
THE PRICE OF WAR.....	15
LEADERS.....	16
INTRIGUE.....	16
LAWS.....	16
VATINIAN LAW.....	17
PUBLIC AGREEMENTS.....	17
PRIVATE AGREEMENTS.....	18
HIDDEN INFORMATION.....	18
TRADING CARDS.....	18
TRANSFERRING TALENTS.....	18
VOTE TALLY.....	18
RESOLVING TIES & TURN ORDER.....	18
SEQUENCE OF PLAY.....	18
MORTALITY PHASE.....	19
IMMINENT WAR ACTIVATION.....	19
MORTALITY PHASE DRAW.....	19
DEATH OF SENATORS/STATESMEN.....	19
FACTION ELIMINATION.....	19
REVENUE PHASE.....	20
REBEL MAINTENANCE.....	20
PERSONAL REVENUE.....	20
BASE INCOME.....	20
KNIGHTS.....	20
CONCESSIONS.....	20
PROVINCIAL SPOILS.....	20
REDISTRIBUTION.....	21
PROVINCE DEVELOPMENT.....	21
STATE REVENUES.....	22
TAXES.....	22
CONTRIBUTIONS.....	22
STATE EXPENSES.....	23
RETURNING GOVERNORS.....	23

FORUM PHASE.....	23
PASSAGE OF TIME.....	23
PLAYER INITIATIVE SEQUENCE.....	23
ROLL FOR EVENTS.....	24
PERSUASION ATTEMPTS.....	24
BRIBES & COUNTER-BRIBES.....	24
KNIGHTS.....	25
PRESSURING KNIGHTS.....	26
SPONSORING GAMES.....	26
APPOINT NEW FACTION LEADER.....	26
BIDDING ON ADDITIONAL INITIATIVES.....	26
PUTTING ROME IN ORDER.....	26
POPULATION PHASE.....	26
UNREST.....	27
STATE OF THE REPUBLIC.....	27
SENATE PHASE.....	28
HIGHEST RANKING AVAILABLE OFFICIAL (HRAO).....	28
PRESIDING MAGISTRATE.....	28
CONSULS.....	29
DICTATOR.....	30
MASTER OF HORSE.....	31
CENSOR.....	32
PROSECUTIONS.....	33
TRIAL.....	33
POPULAR APPEAL.....	33
TRIAL OUTCOMES.....	34
GOVERNORSHIPS.....	35
RECALLS.....	36
MANDATORY SENATE BUSINESS.....	28
OTHER SENATE BUSINESS.....	28
PROPOSALS.....	28
VOTING	29
UNANIMOUS DEFEAT.....	30
TRIBUNES.....	31
PROPOSAL USING A TRIBUNE.....	31
VETO USING A TRIBUNE	32
PROHIBITIONS.....	33
RESIGNATION.....	33
DECLINING A NOMINATION.....	33
OFFICE INFLUENCE.....	33
CONSUL FOR LIFE.....	33
APPOINTMENT.....	34
WINNING THE GAME.....	35
REPOPULATING ROME.....	36
OTHER BUSINESS.....	36
ASSIGN CONCESSIONS.....	36
LAND BILLS.....	37
REPEALS.....	37
ASSASSINATION OF SPONSORS.....	38
RECRUITMENT OF FORCES.....	38
CONCESSION GAINS.....	38
DEPLOYMENT OF FORCES.....	38
MINIMUM FORCES.....	39
REINFORCEMENTS.....	39
RECALL OF COMMANDERS / FORCES.....	39
AUTOMATIC RECALLS.....	39

GARRISONS.....	39
MINOR MOTIONS.....	40
ASSASSINATIONS.....	40
SENATUS INTERRUPTUS.....	41
KILLED.....	41
CAUGHT.....	41
PROSECUTION OF FAILING FACTION LEADERS.....	41
COMBAT PHASE.....	42
WAR.....	42
LAND BATTLES.....	43
NAVAL BATTLES.....	43
DEFEATS.....	44
DISASTERS.....	44
STANDOFFS.....	44
STALEMATES.....	44
VICTORY.....	45
VETERANS.....	46
ALLEGIANCE.....	46
TAKING LOSSES.....	46
COMMANDER DEATH.....	46
CAPTURE.....	47
PROCONSUL.....	47
UNPROSECUTED WARS.....	48
REVOLUTION PHASE.....	48
PLAY STATESMEN / CONCESSIONS.....	48
EXCESS FACTION CARDS.....	48
DECLARATION OF CIVIL WAR.....	48
COMMANDER ALLEGIANCE.....	49
SECONDARY REBELS.....	49
MAINTENANCE.....	50
INCOME.....	50
COMBAT.....	50
ALLEGIANCE.....	50
RESOLUTION.....	50
SENATE VICTORY.....	51
CIVIL WAR STALEMATE.....	51
SENATE DEFEAT.....	51
VICTORY CONDITIONS.....	51
GAME END.....	51
END OF AN ERA.....	51
WINNING.....	51
LOSING.....	52
SURVIVAL.....	52
SCENARIOS.....	52
THE EARLY REPUBLIC.....	52
THE MIDDLE REPUBLIC.....	52
THE LATE REPUBLIC.....	53
EXTENDED SCENARIO.....	53
ALTERNATIVE HISTORY SCENARIO.....	54

INTRODUCTION

Republic of Rome is a game that captures 250 years of political history during the Roman Republic, from its appearance on the world stage around the time of the 1st Punic War (264 BC) through its eventual collapse into civil war with the assassination of Julius Caesar in 44 BC. Players control factions composed of the leading senatorial families and compete for state offices, military commands, economic concessions and new adherents.

Each player is attempting to become the dominant political force in Rome. 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 the collapse of the Republic. Therefore, the players must outmaneuver one another, but defeat 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 foremost 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!

GAME COMPONENTS

1 Game Board

The surface on which the game is played, including reference tables.

The Forum is the middle of the board containing (at the top) spaces to place Forum cards as well as (bottom 4 rows) spaces for war cards.



1 Summary Sheet

Summarizes a turn sequence (on both sides) in Republic of Rome.



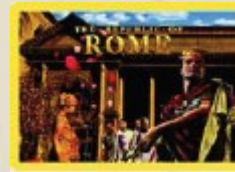
6 Solitaire / 2-Player Reference Sheets

Required for the solitaire and 2-player games only.



160 Scenario Cards

Resolved at the beginning of each player's turn to represent the ongoing changes in the Republic that must be faced.



18 Event Cards

Representing various important events in the Republic's history. The darker blue border on the reverse side indicates an escalated version of the event.



15 Provinces

Representing the expansion of Rome into annexed or conquered territory. Players may become governors of these provinces to their fortune or dismay.



6 Faction Treasury Boxes with Vote Counters

A lidded box to keep your faction's treasury from prying eyes. Also includes a pair of dials used to keep track of your faction's current number of available votes.



3 Dice

3 six-sided dice (d6) rolled throughout the game to resolve various matters.



MARKERS

382 marker tokens consisting of:

6 Faction Markers

Placed on one of your senators to indicate your faction leader.



11 Major Office Markers

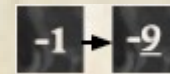
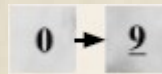
Placed on a senator to indicate that they hold a major office within the Republic.



142 Number Markers

(90 positive, 52 negative)

Placed on senators to modify their popularity or influence scores.



17 Corruption Markers

Placed on a senator to indicate corruption and his vulnerability to minor (“corrupt” side) or major (reverse side) prosecutions.



15 Prior Consul Markers

Placed on a senator to indicate that he has previously held a Consul position and is eligible to be elected Censor.



40 Knight Markers

Placed on a senator to indicate how many knights (influential merchants in this case) they currently control.



3 Captive Markers

Placed on a senator to indicate they have been captured after losing a battle.



12 Priest Markers

(Advanced game only)

Placed on a senator to indicate they have been appointed as a priest.



8 Rebel Markers

Placed on a senator to indicate that they have rebelled and are now enemies of the Republic.



1 Primary Rebel Marker

Placed on a senator to indicate that they field the largest army of all rebel senators.



25 Legion Markers

Represents roman infantry power. Used to fight wars. Reverse side (with legionnaire) represents a veteran legion.



25 Allegiance Markers

Placed on a senator to indicate the associated veteran legion is loyal to that senator.



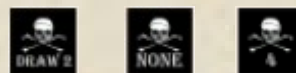
25 Fleet Markers

Represents roman naval power. Fleets fight naval battles or provide support to legions.



36 Mortality Chits

Drawn at the beginning of each turn to determine if some senator has faced lethal misfortune.



6 Landbill Markers

Placed on the board to represent tracts of Roman land given to the people. Costly to the Republic but good for morale.



3 State Revenue Markers

Placed on the board to track the current state of the Republic's treasury.



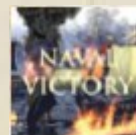
1 Unrest Marker

Placed on the board to track the current level of civil unrest in the Republic.



3 Naval Victory Markers

Placed on a war card to indicate that is has had its navy defeated by Rome



2 Manpower Shortage Markers

Indicates a manpower shortage currently exists in Rome. See the Manpower Shortage event for more details.



2 Drought Markers

Typically introduced by wars – indicate the people are starving. Not good for civil unrest.



5 Faction Dominance Markers

(Solitaire and 2-player game only).
Indicates which faction is dominant.



COIN TOKENS

548 Coin tokens in the following denominations of Roman talents (T):

80x 1T



44x 5T



24x 10T



10x 50T



8x 100T



OBJECT OF THE GAME

WINNING THE GAME

There are multiple ways to win Republic of Rome. One common way is for the senators in your faction to accumulate the most combined influence by the end of the game. However, if a single senator can accumulate enough influence to be elected or appointed Consul for Life, this will result in an immediate victory for his faction. The most difficult and most dramatic way to win is to gain the allegiance of the formidable Roman Legions, revolt against the State and attempt to take the senate by force! For more details on winning see page 51.

LOSING THE GAME

Be ever watchful as Rome can fall a myriad of ways! If the State goes bankrupt due to poor fiscal policy, all players lose. If the citizens of Rome ever revolt due to the poor stewardship of the senate all the players lose. Finally, if, at the end of any turn, Rome is beset by four active wars the Republic will collapse under the strain and Rome will be no more! For more details on losing see page 52.

SETTING UP YOUR FIRST GAME

There are a number of different scenarios (see page 52) included in Republic of Rome that represent various eras of Roman history. For your first game it is recommended you start with the Early Republic scenario.

- I. Place the game board so that each player has space off-board to display his faction's cards. Give each player a faction treasury box.
- II. Place the 36 mortality chits in an opaque cup suitable for a random draw. The State treasury starts with 100 talents. The Unrest Level starts at 0.
- III. Set up the Early Republic Forum deck
 - i. Start with the white-bordered cards.
 - ii. Place the 1st Punic War card in the "Inactive Wars" section of the Forum.
 - iii. Separate the 20 black-text family cards (see Family Senators, page 11) and randomly deal 3 face-up to each player. Return all the remaining family cards to the Early Republic deck.
 - iv. Shuffle the Early Republic deck and deal out 3 cards face down to each player. Players should keep any faction (red-text) card they get, but any Forum (black-text) card should be discarded face-up when received and replaced with another card. Repeat until all players have a hand of 3 hidden faction cards. Shuffle the discarded Forum cards back into the Early Republic deck.
 - v. Separate 6 random cards from the Middle Republic (gray-bordered) deck and combine them with 6 random cards from the Early Republic deck along with the "Era Ends" card. Shuffle these cards and place them at the bottom of the Early Republic deck.
 - vi. Put the remaining Middle and Late Republic (red-bordered) decks aside.
 - vii. Place the finished Early Republic deck in the Draw Pile space on the game board.
- IV. Four Legions are put in the "Active Forces" boxes of the game board. Place the remaining legion and fleet markers in the Force Pool area of the game board.
- V. 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 the temporary Rome Consul until new Consuls can be elected during the first Senate Phase.
 - o Place the Rome Consul and Prior Consul markers on his card and add +5 to his influence.
 - o Place all the mortality chits back into the cup.
- VI. Each player places a faction leader marker containing the symbol of his faction on one of his senators. This may be done starting with the temporary Rome Consul player and going clockwise.
- VII. No provinces are currently in play.
- VIII. Each player (starting with the temporary Rome Consul and going clockwise) may play any

statesmen (page 12) or concessions (page 13) he has in his hand if he wishes. faction cards may not be traded until the first Revolution Phase.

GAME TERMS & CONCEPTS

Blue Text: Text in blue signifies that the listed rule applies only to an advanced rule that is not included in this document. They are included for the sake of completeness, but may be safely disregarded until some familiarity with the basic rules has been achieved.

TERMINOLOGY

The following terms are used throughout the rules and players should be familiar with them.

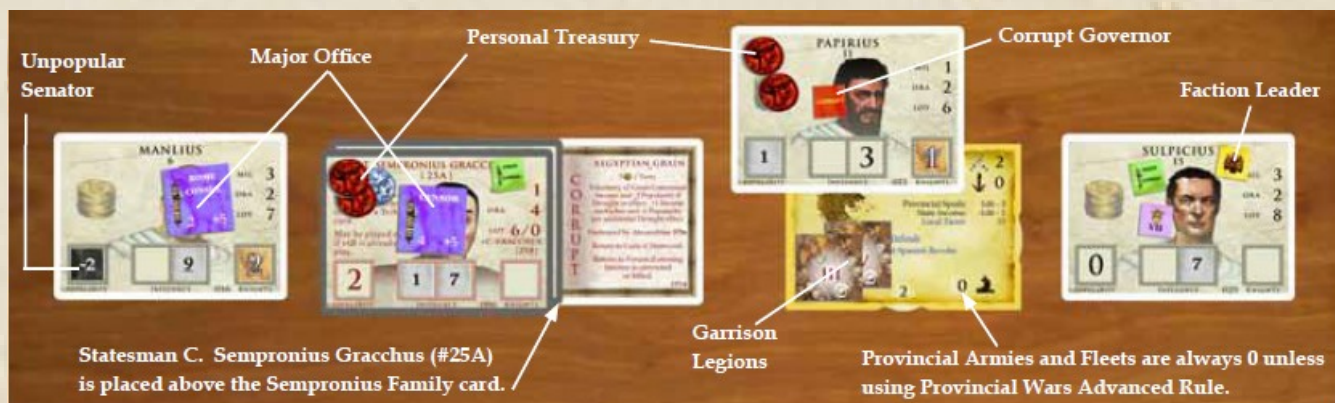
- **Faction Card:** Any scenario card with red text.
- **Forum Card:** Any scenario card with black text.
- **Talent (T):** A denomination of Roman currency, equivalent to approximately 50kg of gold.
- **HRAO:** Highest Ranking Available Officer. The senator holding the highest ranking office in Rome.
- **Bank:** All the chits and markers that are not in play.
- **Force Pool:** Squares on the game board that are used as the bank for legion and fleet tokens
- **Faction:** A group of senators belonging to a player.
- **Aligned:** A senator belonging to a faction.
- **1d6, 2d6, 3d6:** A roll of 1, 2 or 3 six-sided dice. The result is the sum of the faces of each die.
- **Personal Treasury:** Talents on a senator card.
- **Faction Treasury:** Talents in a faction's treasury box.

FACTIONS

Each player will control a faction of senators, which they will display before them. These senators have different attributes that increase a faction's voting power and influence. The senators with black text represent families (and the player's influence over their leader), while the senators with red text represent specific statesmen of the era.

Statesmen are treated like senators but usually have better attributes and a special power. Statesmen are either played by themselves or on top of a matching black family card. As the game progresses senators (both families and statesmen) will gain various markers, concessions, military commands, and political offices, all with the goal of increasing their influence (which can almost be considered victory points). More on senators later.

Each faction will usually have a faction leader, indicated by the yellow faction leader marker.



SCENARIO CARDS

The scenario cards represent the main driving force to the machine that is Rome. There are two classes of scenario cards:

- **Forum Cards** - Cards with black text. They must be played face up in the Forum when they are drawn.
- **Faction Cards** – Cards with red text. Belong to the player who draws them. A faction card may be held secretly in a player's possession until he chooses to play it in accordance with any restrictions pertaining to that card.

All of the scenario cards (both Forum and faction) can also be split into categories that you will encounter throughout the game from your scenario deck. Each of these is detailed below.

- Senators
- Concessions
- Wars
- Leaders
- Intrigue
- Laws

SENATORS

There are two types of senator cards:

- **Family Cards** - which are Forum cards
- **Statesmen** - which are faction cards

Details of a Senator Card



- **Name** – the name on the top of the card. Represents either a family name (in the case of family senators) or an individual statesman's name (in the case of statesman cards).
- **Senator ID** - the small number below the senator's name, which corresponds to a like-numbered mortality chit.
- **MIL** – his military rating representing his ability as a general and admiral.
- **ORA** – his oratory rating, representing his political skills and voting power.
- **LOY** - his loyalty rating, measuring the degree of allegiance the senator feels towards his faction.
- **Popularity** – his popularity with the people of Rome. If a senator's popularity is negative, it is recorded with a black number marker. popularity may not go above 9 or below -9.
- **Influence** - 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 can never have less than 0 influence.
- **Knights** – how many wealthy and influential merchant-class knights a senator controls.

FAMILY SENATORS

Family cards are senator cards with black text and a marble background that represent leading families in the senate, not an individual person.

Having a particular family card means a player has in his faction the leading member of that family (whomever he may be). Families with an ID number in brackets “[]” include a prominent statesman that may appear during play.

New family cards are added to a faction only through persuasion attempts (page 24) and when repopulating Rome (page 36).

STATESMAN SENATORS

Senator cards with an alpha-numeric ID, red text and a marble background represent outstanding individual statesmen with special capabilities.

Statesmen can enter play only at game start or during the Revolution Phase. A player may not add his statesman card to his faction if either of the following conditions exists:

- An opponent controls the family card that contains the same name.
Example: M. Licinius Crassus is related to the Crassus family senator
- A related statesman with the same ID# is already in play.
EXCEPTION: 25A/B or 29A/B (the Gracchi and Licinii brothers – page 13)



If the player already controls the related family card:

- I. The statesman is placed on top of the family card.
- II. The statesman acquires any Prior Consul markers from that family.
- III. The statesman inherits any influence or popularity ratings greater than his own.
- IV. Any other printed ratings of the statesman that 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.

GRACCHI & LICINII BROTHERS

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” mortality chit be drawn when both its respective statesmen are in play, the senator affected is determined by a random dice roll.

A player may not play one of these statesmen if the family card is in play with a different faction, unless the other statesmen of the pair is already in play.

If either of these pairs have both (A and B) their members in play legally and the family card then appears, the family card is placed under the “A” statesmen of the pair.

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.

CONCESSIONS

Concessions are faction cards with a picture frame background that 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 by placing it partially beneath that senator’s card.

That senator **must** then collect the number of talents listed on that concession during the Revenue Phase or as otherwise indicated on the concession card. Generating revenue on a concession reveals that concession's corrupt bar listed on the card. This indicates that the senator is liable to a minor prosecution during the next Senate Phase.

A senator loses a concession due to his death, a successful minor prosecution or due to certain wars or Natural Disaster events. 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.

Concession Card



Concession Assigned to a Senator



If a concession is destroyed (by a war, leader or Natural Disaster event), then 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.

WARS

War cards are Forum cards with a parchment background representing external threats to Rome.

Details of a War Card



The numbers next to the icons on the right of the card represent its value in combat. Additional details can be found in the Combat section (page 42).



Armaments Icon - this particular war has breaks out immediately. It is immediately placed in the Active Wars box when drawn. It usually remains in effect until the senate defeats it.



Drought – this war causes drought effects in Rome (page 27) and will lead to civil unrest.



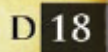
Land Strength - represents the value of this army when fighting land battles.



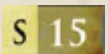
Fleet Support – indicates the number of Roman fleets, if any, required to support the war. Armies that do not have sufficient fleet support cannot fight land battles.



Fleet Strength – the enemy fleet that must be defeated before conducting any land battle.



Disaster Rating – represents the unmodified die roll required (3d6) to have this war resolved as a disaster. Lower ratings tend to be disastrous more often.



Standoff Rating – represents the the unmodified die roll required (3d6) to have this war resolved as a standoff. Lower ratings tend to lead to more standoffs.



Spoils of War – talents generated for the State treasury upon defeat of this war.

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.

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.

When counting active wars (four and Rome is defeated), each matching war is considered a single war. Rome may not attack the latter of any currently active matching wars unless she first (or simultaneously) prosecutes all

earlier (in matching war sequence) 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.

IMMINENT WARS

Whenever a war card is drawn from the deck that would match another war or revolt card (see revolts below) already located anywhere in the Forum, the drawn card is placed in the Imminent Wars slot for the remainder of the current turn, and it does not multiply any active wars until it itself becomes active. If the already existing war card in the Forum is currently located in an Inactive War slot, it is immediately moved to an Active War slot; otherwise, nothing else happens.

At the beginning of each new turn, before any other action is taken, all cards in Imminent War slots are examined, and one card for each war is moved to an Active War slot on the Forum. Activate all imminent wars in matching war order (e.g. 1st Macedonian before 2nd Macedonian), even if it means the most recently drawn war card must be activated. Imminent wars can be attacked by the senate (just as if they were inactive).

The moment the senate sends a force to attack the imminent war, it is instantly moved to the Active War column and begins to multiply war strengths. Once played in the Imminent Wars slot the war will only be moved out of that box at the beginning of a turn or if attacked by the senate - leaders do not activate imminent wars.

For the brief period the wars are located in the Imminent Wars box they are considered “inactive”, regardless of their armaments icon.

EXAMPLE:

- *First Punic War begins the turn in an Inactive War slot.*
- *Third Punic War is drawn; it is placed in the Imminent War slot, and the First Punic War is moved to an Active War slot.*
- *Second Punic War is drawn in the same turn; it is also placed in the Imminent 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.*

REVOLTS

A revolt is a type of war in which no spoils of war (page 45) are created. Many revolt cards are conditional - they are treated as revolts if a named province currently exists at the time of being drawn, but are treated as normal wars if it does not.

Whenever the last war in a numbered series of matching wars is defeated, any previous normal 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.

THE PRICE OF WAR

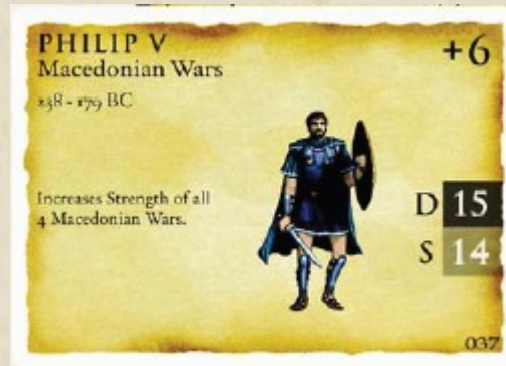
- A war need not be fought immediately, but for each active war card in the Forum during the Revenue Phase, the state loses 20 talents.
- Any active war card in the Forum in one of the Unprosecuted War slots also increases State unrest by one for each during every Population Phase (in addition to costing 20 talents).
- If, at the end of any Combat Phase, there are four active wars, the Republic collapses and all players lose.

Inactive or imminent wars do not count against the four-war limit or the State treasury drain until activated.

LEADERS

Leader cards are forum cards with a parchment background representing the appearance of a particularly able enemy commander. Their presence makes a war more difficult to prosecute.

Details of a Leader Card



- **Name** – The name of the leader (top left corner)
- **Wars Affected** – Each leader will have an indication of which wars will benefit from their strength
- **Leader Value** – The number (top right) that the leader adds to the war. The leader must be active and placed with the war to provide his support. The land and fleet strength (not fleet support) numbers of the war are increased by his value **after any relevant multiplication for matching wars**.
- **Disaster/Standoff Values** - determine automatic Roman disasters or standoffs 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.

If, while an inactive or active war is in play, a matching leader card is drawn (e.g., Hannibal is drawn while Punic Wars are active or inactive) the leader is immediately placed with the war and the war is considered active. If a leader resides in the Curia and a war matching that leader is drawn both the leader and the war are immediately considered active, even if the war would normally be considered inactive.

EXCEPTION: Leaders cannot activate imminent wars.

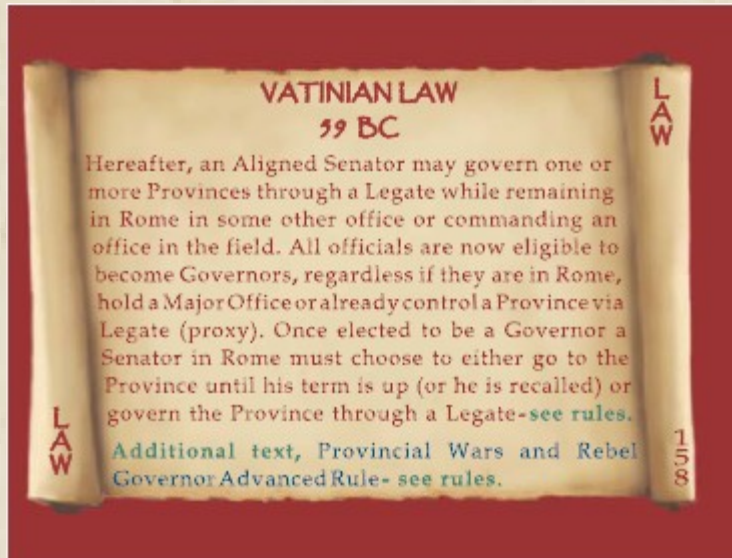
If a leader is drawn when none of his matching wars are currently in play or the matching wars associated with the leader are defeated the leader is imprisoned by Rome and moved to the Curia. If all of the matching wars associated with the leader are removed from the deck and board the leader is discarded outright. At the end of each Forum Phase, an aging roll on 1d6 must be made for each leader in the Curia. If the result is a “5” or “6”, that leader dies and is discarded.

INTRIGUE

Intrigue cards are faction cards with a picture frame background that have various uses and requirements on when and how they can be played.

LAWS

Law cards are faction cards on a scroll background that represent changes in the rules governing the Republic and play of the game. 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 (page 29). A player need not have a senator present in Rome to play a law card.



VATINIAN LAW

This particular law introduces some complexity to the game rules and therefore requires additional explanation. New players may want to disregard these exceptions and move on.

- During the Revenue Phase, a province controlled by a Legate is treated exactly the same as if that governor was present.
- Governors may not move between their province(s) and the senate.
- Corrupt governors using Legates are eligible for a minor prosecution for each province in which provincial spoils were taken and may only be prosecuted the turn they take it (while in Rome).
- There is no marker for governors that are ruling via Legates; it is suggested that you place a negative number marker on the province to indicate that the governor is not present.
- **Provincial wars advanced rule:** If a governor is not physically present in a province, he may not add his military rating to a battle.
- **Rebel governor advanced rule:** If the governor of more than one province rebels, he must pick the current province he is in. The remaining provinces return to the Forum.

PUBLIC AGREEMENTS

During the course of the game players will conduct negotiations and make deals. Deals made publicly, for all players to hear, are considered binding and must be held to. If one party to the deal is unable to fulfill his or her side of the bargain when required, the wronged party can rescind those aspects of the deal that are still being held (and are therefore retrievable). However, **a player may not back out of a public agreement simply because it is inconvenient.**

Virtually anything that does not circumvent the rules can be agreed to in such a deal. However, the following deals are **never** enforceable:

- deals involving the distribution of the Rome and Field Consul offices amongst the two candidates.
- any deal involving an assassination attempt.
- agreements to rebel or to remain loyal to Rome.

If there is disagreement as to the terms of a public agreement, the other players must honestly and impartially arbitrate the disagreement, by majority vote if needed.

EXAMPLE: During the Senate Phase, Chris agrees in open discussion to give Eve 15 talents in exchange for Eve's promise that her Rome Consul will propose Julius for Censor and vote for his election. Eve does as promised. However, the Rome Consul calls upon Chris to vote first for his own election, whereas Chris wants to vote last to assure passage.

The measure is defeated when Paul spends money to buy votes to defeat it. Chris protests that the bargain was not kept, but the other players agree with Eve that nothing was said about a specific voting order and the trade stands. Eve is entitled to 15 talents from Chris during the next Revenue Phase. Chris gets nothing except heartburn.

PRIVATE AGREEMENTS

Players who discuss their deals in private have no recourse when a deal partner fails to honor the terms of any agreement. *Caveat emptor.*

HIDDEN INFORMATION

Only talents kept in the faction treasury and a player's hand of faction cards are hidden. Unless specified otherwise everything else including discard piles and personal treasuries are always open for inspection.

TRADING CARDS

During the course of the game players will hold secret cards that will make up their hand. Players may trade and/or give away their held faction cards only during the Revolution Phase. Players may show their cards, agree to the terms of trade (including a binding public agreements), but they may not exchange cards until the next Revolution Phase.

TRANSFERRING TALENTS

Players may give talents to each other only during the provincial spoils generation step of the Revenue Phase. Players may make deals for votes, buy faction cards and even agree to the terms of a binding public agreement, but they may not actually transfer any talents until the next Revenue Phase.

VOTE TALLY

Each player should always readjust his vote tally dial as soon as he gains or loses votes for any reason.

RESOLVING TIES & TURN ORDER

Ties of any nature not resolved by stated secondary considerations are always broken in favor of the highest roller on 2d6. 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.

SEQUENCE OF PLAY

Each game turn is roughly equivalent to a political "year" of the Roman Republic. Each turn is composed of seven phases.

- I. Mortality Phase
- II. Revenue Phase
- III. Forum Phase
- IV. Population Phase
- V. Senate Phase
- VI. Combat Phase
- VII. Revolution Phase

MORTALITY PHASE

Death is the wish of some, the relief of many, and the end of all.

– Lucius Annaeus Seneca

The Mortality Phase begins every game turn and can be brief and uneventful; or it can lead to the death of your favorite senator!

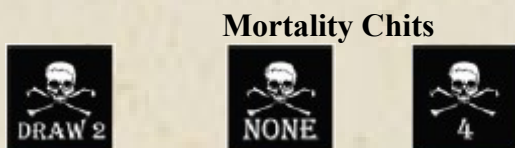
- I. Imminent war Activation
- II. Mortality Phase Draw

IMMINENT WAR ACTIVATION

Wars located in the Imminent War box in the Forum move to the Active War box (see Imminent Wars page 15).

MORTALITY PHASE DRAW

One mortality chit is drawn at random from the cup every Mortality Phase.



Whenever a mortality chit is drawn the 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” chit is drawn, it is immediately returned to the cup and two more chits are drawn (i.e. it does not stay out). It is possible (although unlikely) that a “Draw 2” chit could be redrawn several times in the same turn resulting in three or more deaths in a single turn.

Once all the needed mortality chits have been drawn the chits are all returned to the cup.

Regardless of the cause of death, all markers (except the faction leader marker, if present) are removed from the afflicted senator’s card.

DEATH OF SENATORS/STATESMEN

Should a 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.

A statesman (page 12) is permanently removed from play when he dies. If he was a faction leader then any family card with him is retained along with the faction leader marker otherwise any family card with him is placed in the “Repopulating Rome” space in the Curia. Statesmen that are faction leaders without a family card are still discarded and the player can reappoint a new faction leader in the Forum Phase.

FACTION ELIMINATION

Factions are not eliminated unless they have lost their last senator as a result of trying an assassination (page 40). 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 wait and 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.

REVENUE PHASE

No man ever did me so much good, or enemy so much harm, but I repaid him with interest.

– Lucius Cornelius Sulla

The Revenue Phase involves some brief bookkeeping in order to keep the treasuries of Rome and its senators sufficiently fat (or lean) to run the Republic. Be wary - an empty State treasury can quickly lead to the collapse of the Republic and a loss for all players!

- I. Rebel Senators Pay Legion/Fleet Maintenance
- II. Senators Collect Personal Revenue
- III. Redistribution of Wealth
- IV. Governors Improve Provinces
- V. State Revenues
- VI. State Expenses
- VII. Provincial Governors Raise Provincial Forces
- VIII. Governors Update Their Turn Dials

REBEL MAINTENANCE

Rebel forces must be maintained at a cost of 2 talents per legion before the redistribution of wealth occurs (page 21). Note that rebel senators do not collect personal income (see below).

PERSONAL REVENUE

All senators generate personal revenue.

EXCEPTION: Rebel, captive, or non-aligned senators do not collect personal revenues.

This revenue is collected as a lump sum for redistribution as the player sees fit. Revenues are generated from the following sources:

- Base Income
- Knights
- Concessions
- Governorships (Provincial Spoils)
- Pontifex Maximus Collections (1d6 Talents)

BASE INCOME

Each senator collects 1 talent from the bank. Each faction leader collects 3 talents from the bank.

KNIGHTS

Each senator collects 1 talent for each knight on his card from the bank.

CONCESSIONS

Each senator **must** generate revenue on each concession he controls from the bank.

PROVINCIAL SPOILS

Each governor has the option to roll a die or dice to generate that number of talents of personal revenue from his province that turn. A governor need not pay a negative provincial spoils result. However, this expense **is** incurred

by the State treasury when it pays its expenses (page 23).

A governor need not collect personal revenue produced by his province, but must make that decision before rolling to determine the amount. A governor who attempts to collect personal revenue from his province takes a corruption marker and is subject to a possible minor prosecution upon his return to Rome whenever prosecutions next occur. **If using the provincial wars advanced rule, all provinces listed under “Defends” provide no provincial spoils.**

EXAMPLE: The governor of undeveloped Further Spain takes a corrupt marker and rolls a “2” for provincial spoils 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.

REDISTRIBUTION

All personal revenue generated, in addition to any existing talents may at this point be moved freely between personal treasuries and the faction treasury. Talents allocated to the faction treasury are placed in the faction treasury box in front of each player. Faction treasuries are secret and not available for inspection by other players. Only money in the faction treasury is safe from loss due to death.

Faction Treasury Box



Money may be transferred to or from senators who are not in Rome. Players may now give talents from their faction treasury and the personal treasuries of their own senators to other players, who may then redistribute the talents as needed.

EXCEPTION: Rebel senators may not transfer money from their personal treasury to either non-rebel senators or their faction treasuries.

Money in the faction treasury is only usable for the following purposes:

- To defend against another faction’s persuasion attempt. Only faction treasury talents may be spent in this way.
- To maintain legions in the event of a revolt by a senator of that faction.
- To ransom a captive senator.

PROVINCE DEVELOPMENT

After collecting or declining to collect his provincial spoils, the governor of each undeveloped (yellow-bordered) province must roll 1d6 to see if that province has been improved by Roman control. The player gains a +1 bonus to the improvement roll if the governor does not hold a corruption marker.

If the roll is ≥ 6 , the province card is flipped to its developed (green-bordered) side. The new values listed on this side remain in effect for the rest of the game.

The current governor of a province gains +3 influence when it is successfully developed.

Provinces may **not** be developed if:

- It is vacant (has no governor)
- It is under attack by a Barbarian Raids event
- It is controlled by a rebel governor
- It is under attack by a war
- It is allied with a war

Details of a Province Card



STATE REVENUES

The players adjust the treasury markers on the State treasury track to reflect the State's yearly revenues. Every turn the State receives the following revenues:

100 Talents Base Income + Taxes From Active Provinces + Contributions From Senators

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 an expense to the State. The amount of taxes collected (or lost) is recorded on the treasury track. [A province in revolt or engaged in a provincial war does not roll for state income.](#)

CONTRIBUTIONS

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 influence among his peers for his generosity.

A senator gains:

- +1 influence for contributing 10 talents
- +3 influence for contributing 25 talents

- +7 influence for contributing 50 or more talents

Excess contributions do not accumulate credit for influence gains in later turns. Contributions may be made before the state pays all its expenses.

REMEMBER: If unable to pay its obligations at any time in the game, the state is bankrupt and any declared rebel wins the game; otherwise, all players lose.

STATE EXPENSES

Each turn, Rome incurs the following expenses:

- 20 talents for each active war (including unprosecuted wars).
- The costs of any land bills in effect (page 37).
- Two talents for maintenance of each existing legion or fleet not in rebellion.
 - Players cannot disband forces by simply forgoing their maintenance costs. Forces must be disbanded by a proposal during the Senate Phase.

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 cards.

RETURNING GOVERNORS

At the end of the Revenue Phase lower the term dial (in the center of the province) of non-rebel governors by one. When a term dial drops below 1 (i.e. the governor has spent 3 game turns in the province) return the governor to Rome and return the province card to the Forum.

Returning corrupt governors keep their corruption marker.

FORUM PHASE

Even though work stops, expenses run on.
– Cato the Elder

During the Forum Phase, players try to increase their faction's influence and power by influencing other senators to join their cause, tempting them with the contents of their treasuries, and showering the plebs in the glory of bloodsport.

- I. Passage of Time
- II. Players Take Initiatives
- III. Auction of Additional Initiatives
- IV. Rome is Put in Order

PASSAGE OF TIME

Remove any event cards in the Forum, unless the card specifically states otherwise.

PLAYER INITIATIVE SEQUENCE

Each player takes an initiative (that is, a turn – but not to be confused with a full game turn) beginning with the HRAO and going clockwise around the game board. A player need not have a senator in Rome to take his initiative. An initiative consists of the following actions (in order):

- I. Roll for Events (mandatory)

- II. Make a Persuasion Attempt
- III. Attract or Pressure Knights
- IV. Change Faction Leaders
- V. Sponsor Games

ROLL FOR EVENTS

The player rolls 2d6:

- If the player rolls a 7, he rolls 3d6 on the Random Events Table (on the game board) and places the corresponding light blue event card into play.
 - If that event card is already in play, it is flipped to its dark blue side.
 - If the Event card is already flipped to its dark blue side, there are no additional effects unless specified otherwise on the event. This nonetheless prevents the drawing of another Forum/Event card by that player.
- If the player does not roll a 7, he draws a card from the Forum deck
 - **REMEMBER:** Forum (black text) cards are placed in the Forum, faction (red text) cards are kept by the player.

If the Forum deck is empty and will not be replaced with another deck (such is the case in Extended Scenarios), a player must still roll but does not get to draw a card.

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. A target number is determined using the following table:

Making a Persuasion Attempt

(+) Add to Target Number	(-) Subtract from Target Number
Persuading senator's influence	Target senator's loyalty (+7 if the senator is aligned to a faction)
Persuading senator's oratory	Target senator's personal treasury
Persuading senator's bribes (from his personal treasury)	Counter-bribes from faction treasuries (all players may contribute)

Roll 2d6. The result of the die roll must be \leq the target number. Unmodified results ≥ 10 always fail.

If successful, the target senator joins the faction of the senator making the persuasion attempt.

If the attempt fails, the target senator remains either uncommitted or aligned to his current faction as the case may be.

BRIBES & COUNTER-BRIBES

The senator making the persuasion attempt may spend money from his personal treasury to aid the persuasion attempt. Each talent spent adds +1 to the target number.

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 1 from the target number. 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.

All bribes and counter-bribes are paid into the personal treasury of the target senator at the end of the attempt, regardless of the outcome.

- I. The senator making the persuasion attempt announces his target and the initial target number, which may already reflect money irrevocably spent from his personal treasury.
- II. Play 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.
- III. The player making the persuasion attempt may then either:
 - i. Roll 2d6 at the present target number **or**
 - ii. Irrevocably spend more talents, beginning a new round of bidding around the table

This cycle of bidding continues until all players stop spending money or the persuading senator accepts the current target 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.

Some statesmen oppose others and display a “-” followed by another statesman's name. If two statesmen who historically opposed each other belong to the same faction, the printed base loyalty rating of both is reduced to “0”; however, they still add seven for being aligned senators. Some statesmen oppose others who do not oppose them back.

EXCEPTION: The Gracchus bothers (25A/B), have a “+” next to their names because 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.

EXAMPLE: Fabius wishes to make a persuasion attempt against Claudius, who is an unaligned senator in the Forum.

- I. Fabius adds his oratory and influence ratings and gets a sum of 7, from which he subtracts Claudius' loyalty rating of 7 to produce a target number of 0.*
- II. Fabius spends 9 talents from his personal treasury to bring the target number up to 9.*
- III. Play then moves around the table, and the other players spend a total of 8 talents from their collective faction treasuries to lower the target number to 1.*
- IV. Fabius responds by spending the 7 talents remaining in his personal treasury to raise the target number to 8.*
- V. Play revolves around the table again, but this time the other players are unwilling or unable to spend any more money, so the final target number is 8.*
- VI. Fabius rolls a 9, which is not less than 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.

KNIGHTS

A player may attempt to attract one knight per initiative to one of his aligned senators in Rome by paying 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 equal to or greater than 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).

Knight Marker



(1d6 + bribe ≥ 6)

PRESSURING KNIGHTS

Instead of rolling to attract a knight, a player 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. These knights no longer provide extra income or extra votes.

SPONSORING GAMES

Sponsoring games allows a senator to increase his popularity while lowering the Unrest Level (see the Population Phase page 26) of the populace. The senator pays the cost of the games he wishes to sponsor from his personal treasury. Adjust his popularity and reduce the Unrest Level as indicated. The senator need not be in Rome to sponsor games.

Games Table			
Type	Slice & Dice	Blood Fest	Gladiator Gala
Cost	7	13	18
Popularity	+1	+2	+3
Unrest Level	-1	-2	-3

APPOINT NEW FACTION LEADER

A player may change a faction leader by placing his faction leader marker on any senator in his faction.

BIDDING ON ADDITIONAL INITIATIVES

Every year must have 6 initiatives. If there have not been 6 initiatives, additional initiative opportunities are publicly auctioned off to the highest bidder (once around, clockwise starting with the HRAO). Each initiative is immediately completed by the winner of the bid. This is repeated until 6 initiatives have been taken.

Only those senators currently in Rome may bid for an extra initiative, with the winning bid coming from a single personal treasury. Winning the bid allows the entire faction to take the initiative actions, not just the winning senator. If nobody bids for an initiative, the HRAO's faction takes any that are not bid on.

PUTTING ROME IN ORDER

After 6 initiatives have been resolved the following steps are completed in order to prepare Rome for the upcoming Senate Phase.

- I. All senators (whether in Rome or not) that currently hold a major office get a "major" corruption marker which indicates they are available for a major prosecution this turn.
- II. 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.
- III. The HRAO then rolls a die for each concession/senator in the Curia (even if destroyed or 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.

POPULATION PHASE

The law speaks too softly to be heard amidst the din of arms.

The Population Phase reflects the will of the people. Beware, since an unhappy population may well revolt against Rome and cause a loss for all players!

- I. Unrest
- II. State of the Republic Speech

UNREST

The Unrest Level represents the degree of dissatisfaction of the populace with the government and is tracked on the game board. The Unrest Level starts at 0 at the beginning of the game. 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, flip the Unrest Level marker over to its “10” face.

Unrest Marker



At the beginning of the Population Phase, the Unrest Level is adjusted for the following conditions:

- Each unprosecuted war adds +1 to the Unrest Level
- The Unrest Level is increased by +1 for each separate drought effect in play (they are cumulative).

Drought Marker



Drought effects can be caused by both events and wars. Drought markers can be used to keep track of the number of drought effects in play.

EXAMPLE: A war with a drought effect is in play and unprosecuted. The Drought event is rolled twice in the Forum Phase. The total modifier to the Unrest Level would be +4:

- +1 for the unprosecuted war
- +1 for the initial drought effect on the war
- +2 for two additional Drought events rolled

STATE OF THE REPUBLIC

The HRAO gives a State of the Republic speech by addressing the people and checking their reaction.

$$\begin{aligned} \text{State of the Republic Result} &= 3d6 \\ &+ \text{Unrest Level} \\ &- \text{HRAO's Popularity} \end{aligned}$$

The result is found on the Population Table on the game board and indicate the amount the Unrest Level is to be immediately increased or decreased, as well as any additional public reaction to the speech.

Result	Effect
MS (Manpower Shortage)	Place the Manpower Shortage event card into the Forum and is cumulative with any existing manpower shortages.
NR (No Recruitment)	Place the No Recruitment event into the Forum, prohibiting the raising of any forces for the rest of the turn.
Mob	The senate is assaulted by an outraged mob! Draw 6 mortality chits to determine casualties. Only senators in Rome may be killed.
People Revolt	The senatorial government is overthrown and the game immediately ends in a defeat for all players. If there is a rebel senator, he instead wins the game barring a loss due to 4 wars (page 52).

SENATE PHASE

In a republic this rule ought to be observed: that the majority should not have the predominant power.

– Marcus Tullius Cicero

The Senate Phase is the heart of the game. While senate is in session, players will put forward a variety of proposals which will then be voted on by senators and enacted if passed. All senators in Rome (i.e. everyone except governors, Proconsuls, captives and rebel senators) must attend the senate session.

The senate is convened the moment the State of the Republic dice are thrown in the Population Phase.

EXCEPTION: If the results cause the people to revolt and all the players to lose then there is no Senate Phase.

HIGHEST RANKING AVAILABLE OFFICIAL (HRAO)

The HRAO is the highest ranking official in Rome. The order of precedence is listed on their office marker:

- I. Dictator
- II. Rome Consul
- III. Field Consul
- IV. Censor
- V. Master of Horse
- VI. 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).

PRESIDING MAGISTRATE

The HRAO is typically the Presiding Magistrate **except**:

Mandatory business during the Senate Phase must be conducted in the order given below, but other business may be conducted in any order at the whim of the HRAO.

MANDATORY SENATE BUSINESS

- I. Election of New Consuls
- II. Election of Pontifex Maximus
- III. Appointment/Election of Dictator
- IV. Election of Censor
- V. Prosecutions
- VI. Elections of Governors

OTHER SENATE BUSINESS

- Assignment of Open Concessions
- Passage/Repeal of Land Bills
- Raising/Disbanding of Forces
- Assignment/Recall of Legions to a Garrison
- Assignment/Recall of Legions to Prosecute a War
- Recall of a Proconsul
- Recall of a Statesman from Exile
- Recall of Pontifex Maximus
- Appointment of Priests
- Election of Consul for Life
- Any Minor Proposal

PROPOSALS

A proposal is anything that is put before the senate for a vote, either by the Presiding

- during prosecutions
- after stepping down as a result of a unanimous proposal defeat (see Unanimous Defeat page 30)

The Presiding Magistrate has complete control over the procedures of the senate and 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 (see sidebar), 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”.

If the Presiding Magistrate dies as a result of an assassination or prosecution, the next HRAO becomes Presiding Magistrate.

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.
- The current Consuls and Dictator (if any) may not be elected Consul this turn until 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

Magistrate, a Tribune, or as otherwise allowed. A nomination is a type of proposal.

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.*
- *A proposal to nominate Fabius and Claudius as Consuls fails. A subsequent proposal to nominate Claudius and Fabius as Consuls would be illegal (rewording the proposal is not enough).*
- *In contrast, concessions and Consul for Life nominations can only be voted upon once per turn.*

A proposal is considered on the floor the moment the first vote is called for.

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.

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.

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 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.

Consul with the understanding that he will not continue to serve in his existing office.

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.

The newly elected Consuls:

- decide amongst themselves who will be Rome Consul. If they cannot agree, they dice off for the choice of office.
- place the appropriate Consul markers on their respective cards.
- immediately increase their influence by +5.

The new Rome Consul becomes Presiding Magistrate and takes over conduct of the meeting.

The outgoing Consuls receive Prior Consul markers. If a Dictator and Master of Horse exist, they lose their offices and the Dictator gains a Prior Consul marker.

DICTATOR



A Dictator may be elected or appointed immediately after the consular elections if and only if Rome is facing one of the following dire situations:

- 3 or more active wars **or**
- a war with a combined land and fleet strength of at least 20. A Naval Victory marker reduces the naval strength of a war to zero for this purpose.

To be eligible for Dictator, a senator must be aligned, in Rome and not holding any office except Censor.

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. **Appointment of a Dictator may not be vetoed with a Tribune.**

If the Consuls cannot agree to appoint a Dictator, the senate

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 (page 37). Any player refusing to vote on a land bill when prompted is considered to have voted against it or for its repeal.

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 he receives one extra vote for that round of voting. These talents are paid out when the senator's votes are called upon.

$$\begin{aligned} \text{Senator's Votes} = & \\ & \text{Senator's Oratory} \\ & + \text{Number of Senator's Knights} \\ & + \text{Bribes From Senator's Personal Treasury} \end{aligned}$$

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.

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

REMEMBER: Each player should readjust his vote tally dial (on his faction treasury) as soon as he gains or loses votes for any reason.

UNANIMOUS DEFEAT

Whenever the Presiding Magistrate makes a proposal which is defeated by unanimous vote of all senators in Rome controlled by the other players, he may choose one of the following options:

- lose one influence (down to a minimum of 0) **or**

may immediately elect a Dictator if the Presiding Magistrate 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 Presiding Magistrate or anyone with a Tribune may continue to try to 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).

The new Dictator:

- becomes Presiding Magistrate
- takes the Dictator marker
- increases his influence by +7
- appoints as his Master of Horse any aligned senator in Rome not already holding an office except Censor

The new Master of Horse:

- takes the Master of Horse marker
- increases his influence by +3

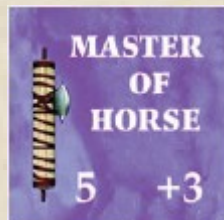
The Dictator's proposals cannot be vetoed, though all proposals must still be voted upon normally.

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 and the Dictator (not the Master of Horse) takes a Prior Consul marker.

EXCEPTION: The Dictator (and Master of Horse) are in revolt.

The Dictator (or another senator) may immediately be appointed or elected Dictator again, assuming the active war requirements are met.

MASTER OF HORSE



Whenever the Dictator commands an army or fleet he is accompanied by his Master of Horse. The Master of Horse must accompany the Dictator on campaigns and cannot act independently of the Dictator unless:

- step down as Presiding Magistrate and immediately hand over conduct of the meeting to the next HRAO

If the Presiding Magistrate does not have any influence to lose he **MUST** step down as Presiding Magistrate.

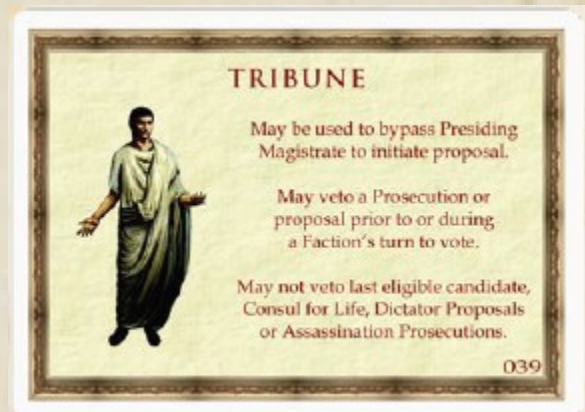
The senator stepping down retains his office, but is not available to be the Presiding Magistrate at any further point in the turn. This does not affect the HRAO order, just who is the Presiding Magistrate, and may happen multiple times during a Senate Phase.

These penalties do not apply when a Tribune is used to put forth a proposal.

TRIBUNES

Tribune cards may be played during the Senate Phase to veto or initiate proposals, including nominations. Once used, Tribunes are discarded.

In the rare case that two or more players ever play a Tribune at the same time, those players dice off to determine who gets precedence with the loser(s) taking their Tribune back to their hand.



PROPOSAL USING A TRIBUNE

Other senators may force proposals to a vote only by using a Tribune card and announcing "Tribune!".

- the Dictator dies in combat or
- the Master of Horse loyally follows the Dictator into revolt

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 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 or Standoff result in any battle.

If victorious in a war, the Dictator receives the usual increase in his influence and popularity, 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.

CENSOR



Once the new Consuls (and possibly a Dictator) have been established, 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.

The new Censor:

- takes the Censor marker
- increases his influence by +5
- becomes temporary Presiding Magistrate in order to conduct any prosecutions

A Tribune card can force proposals:

- Any time there is no proposal already on the floor to establish that player's right to make a proposal.
- During a current proposal with or without specifying intent so as to establish that player's right to make the **next** proposal.
- After a the Presiding Magistrate adjourns the senate to force its continuation to consider the Tribune's proposal.

The proposal must still be made at the correct time in the Senate Phase - for example, a player may not propose to recruit legions before the Censor has been elected.

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 [page 34]).

A Tribune may not be used to make a proposal to adjourn the senate (that is the privilege of the Presiding Magistrate). However, a proposal could be put forth to send the Presiding Magistrate to war, which, if it passes, would close the senate upon the Presiding Magistrate's departure (page 38).

Some statesmen have the capability of playing an inherent Tribune each turn without actually playing a card. Treat this ability exactly the same as if the faction had played a Tribune card.

VETO USING A TRIBUNE

A Tribune may be used prior to or during the owning faction's turn to stop any vote from being taken, whether it is an election, prosecution, or other proposal.

PROSECUTIONS

Once elected, a new Censor has two options:

- declare no prosecutions and return conduct of the meeting to the Presiding Magistrate
- announce a prosecution

He may conduct up to two minor or one major prosecution each turn in addition to any special prosecutions of assassins (page 40).

During prosecutions the Censor is the Presiding Magistrate and conducts all voting. If he suffers a unanimous defeat, he may either lose one influence (to a minimum of 0) or hand control of the meeting back to the normal Presiding Magistrate and end all prosecutions.

- A Censor may not prosecute himself.
- 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 the HRAO becomes the Presiding Magistrate.
- A senator with any of the following is eligible for a minor prosecution:
 - a minor (“Corrupt” side) corruption marker
 - a major (“Major” side) corruption marker
 - the corrupt portion of a concession revealed
- To be eligible for a major prosecution the accused must hold a major corruption marker, which means that the senator held a major office last turn.

The Censor must appoint a consenting senator to be Prosecutor for each prosecution. The Prosecutor can be any senator in Rome, provided it is not the Censor himself or the accused.

TRIAL

The Censor calls for votes.

- Voting against the prosecution is a vote against conviction.
- Voting for the prosecution is a vote for conviction.

During a prosecution the accused receives additional votes equal to his influence.

POPULAR APPEAL

A senator accused in a prosecution may appeal to the people

EXCEPTIONS:

- Consul for Life
- Special prosecution of assassins
- Any proposal by a Dictator
- The appointment of the last eligible candidate for any office

The senator playing the Tribune announces “Veto”, and the vote is canceled - even if it already had enough votes for passage.

The slate of candidates in a vetoed election may not be nominated again in the same turn, nor may the accused in a vetoed prosecution be prosecuted again that turn for the same reason.

PROHIBITIONS

The senate may not put forth a proposal or nomination not defined within the rules.

RESIGNATION

A senator elected to an office may not resign his office.

DECLINING A NOMINATION

A senator may not decline a nomination, but he may vote against the proposal.

OFFICE INFLUENCE

Influence gained from an office is not lost when the senator ceases to hold the office, but is his to keep until lost by some form of misdeed or death.

EXCEPTION: Pontifex Maximus advanced rule

CONSUL FOR LIFE

If a Consul for Life is elected or appointed that player gains control of all factions and will win the game should the Republic survive the current game turn.

when his faction is called upon to vote.

Popular Appeal Result = 2d6 + Accused's Popularity

Note that the accused's popularity may be positive or negative. The result is found on the Popular Appeal Table on the game board:

- **Accused Freed** - ends the prosecution with an acquittal, and one mortality chit for each number by which the **modified** roll exceeds 11 is drawn 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.
- **Positive Votes** - are added to the votes “against” conviction.
- **Negative Votes** - are added to the votes “for” conviction.
- **Accused Killed** - 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 (see below).

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.

A Tribune may be played by anyone to veto the prosecution. The vetoed prosecution still counts towards the Censor's total allowed prosecutions this Senate Phase.

A prosecution is not considered to be a proposal and therefore cannot be proposed with a Tribune.

TRIAL OUTCOMES

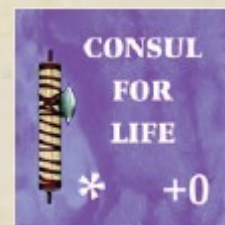
If the prosecution fails, the accused goes free and may not be prosecuted again this turn for the same reason.

If convicted of a minor prosecution, the accused:

- loses 5 popularity (which can become negative)
- loses 5 influence (to a minimum of 0)
- loses any Prior Consul marker
- must return all of his concessions to the Forum

The Prosecutor:

- adds half of the influence lost by the accused (rounded up) to his own influence



At any time during the Senate Phase following the consular elections, the Presiding Magistrate or a player using a Tribune may nominate any senator in Rome with an influence of 21 “Consul for Life”. **EXCEPTION:** This cannot be proposed while the Censor is Presiding Magistrate during prosecutions.

Consul for Life can be proposed only once per turn and cannot be vetoed. If a Tribune is used to propose Consul for Life it may, however, be canceled 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.

The nominee may already hold an office.

For this vote the nominee may add his influence to his vote total.

APPOINTMENT

If, at any time during the game, a senator in Rome reaches 35 influence and the Military Reforms law (in the Middle Republic Scenario) is not already in place, he immediately becomes the “Consul for Life”.

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 Consul for Life.

Achieving Consul for Life in this manner is an automatic appointment – **there is no**

- gains a Prior Consul marker

If convicted of a major prosecution, the accused:

- is executed

The Prosecutor:

- adds half of the influence that would have been lost by the accused to his own influence, had the accused been convicted of a minor prosecution (see above) and not killed
- gains a Prior Consul marker

Upon completion of his prosecutions, the Censor turns the meeting back to the normal Presiding Magistrate, and all corruption markers are removed from senators. Armaments and Shipbuilding concessions should be readjusted to hide the corrupt bar, indicating that these senators cannot be prosecuted next turn unless they take money from their concession again.

GOVERNORSHIPS

When a province is created, place its card in the Forum - undeveloped (yellow-bordered) side up. 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 with his senator card, and he must leave Rome **immediately** without participating in any remaining senate votes. This departure is figurative, there is no actual removal of the governor about the play area.

Elections for multiple governorships, including recalls (see below), 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.

The holder of a major office may not be proposed as a governor.

An unaligned senator in the Forum may be elected governor, but is removed from the Forum and becomes immune to persuasion attempts until his return to Rome, when he is again placed in the Forum. He collects taxes for the state but does not take provincial spoils from the province.

chance for assassination attempts. Since all factions are all immediately completely controlled by the Consul for Life, the Military Reform law cannot be played by another player.

WINNING THE GAME

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 during the Senate Phase plays them as if they were his own.

He does not truly win unless he survives to the end of the current game turn (see Victory Conditions page 51).

He is not the HRAO or the Presiding Magistrate.

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 Consul for Life 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 (page 51) 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 regardless of the civil war status (unless faced with four or more active wars).

See Victory Conditions (page 51) for more details.

All governorships are for a period of three turns. The term dial is adjusted at the end of the Revenue Phase (page 23). When the term dial drops below 1, the governor returns to Rome.

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 may not be sent out again on the same turn he was recalled without his consent unless there are no other eligible candidates in Rome.

RECALLS

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 dial reset for three turns. Recalled governors that have a corruption marker keep it until the prosecution step of the next Senate Phase.

At the end of the Senate Phase, all provinces must have a governor. If a governor dies during the Senate Phase after all vacant governorships 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. Therefore, a new province never generates State taxes during its first turn of existence because it has no governor during that Revenue Phase.

REPOPULATING ROME

Whenever the number of aligned senators currently in Rome falls below 8 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 die roll. Such promotions continue until the number of active senators in Rome reaches 8 or the Curia is empty.

If the Curia has no senators, those in the Forum can be substituted. The choice of which of the available senators 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.

OTHER BUSINESS

The Presiding Magistrate may now conduct other business by proposing whatever motions he wishes. 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. Proposals of the same type may always be grouped together.

EXCEPTION: Land bills (page 37)

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 temporarily keep the senate open in order to introduce a single proposal (page 32).

ASSIGN CONCESSIONS

Proposals may be made to assign a specific concession from the Forum to a specific senator present in Rome.

- Group proposals may be made to simultaneously assign 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 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.




LAND BILLS

The senate can improve the Unrest Level by passing land bills. Three kinds are available: Type I, Type II, and Type III (see table below).

Regardless of the type of land bill, the Unrest Level is lowered **only during the turn of their passage**.

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.

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 Bills 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.

	Land Bills Table		
			
Cost (Talents)	20	5 / year	10 / year
Popularity			
Sponsor	+2	+2	+4
Cosponsor	+1	+1	+2
Voting Against	-1	-1	-2
Unrest Level	-1	-1	-3
Repeal: Popularity			
Sponsor	-2	-2	-4
Voting For	-1	-1	-2
Unrest Level	+1	+2	+3

Regardless of the outcome, any senator who votes against a land bill lowers his popularity as indicated on the Land Bills Table. A senator who vetoes a land bill with a Tribune is not so penalized.

REPEALS

The senate may attempt to repeal a Type II or Type III land bill, even on the same turn it passed. Type I land bills may not be repealed once they are passed and are removed during the next Revenue Phase (see below). Only one land bill repeal may be attempted per turn.

- The senator who volunteers to sponsor the repeal of a land bill must have popularity equal to or greater than the amount he will lose by sponsoring and voting for the repeal.
- The sponsor lowers his popularity as indicated on the Land Bills Table and must vote for that repeal.
- If the repeal passes, the Unrest Level is **raised** as indicated on the Land Bills Table.
- Regardless of whether the repeal passes or not, senators who vote for the repeal lower their popularity accordingly.

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.

ASSASSINATION OF SPONSORS

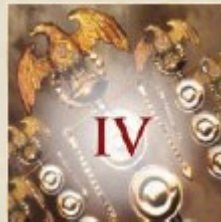
Whenever both the sponsor and co-sponsor of a land bill are from the same faction, they risk assassination (page 40). Any time prior to the end of the vote on the land bill, one senator may attempt an assassination of either the sponsor or co-sponsor by rolling on the Assassination Table. If caught, that senator is killed. However, there are no further consequences to his faction as would normally accrue due to a caught assassin. Regardless of the outcome, the vote on the land bill continues.

RECRUITMENT OF FORCES

The senate may vote to raise or disband forces. The maximum number of legions and fleets the Republic may have as active forces is 25 of each. The number to be raised must be specified in the original proposal. Theater and commander must be the subject of subsequent proposals.

Forces raised are taken from the Force Pool on the game board and placed in Italy (i.e. the Active Forces boxes). The State treasury must immediately pay 10 talents for each new unit raised.

Legion Marker



Fleet Marker



A legion/ fleet cannot be disbanded and rebuilt in the same Senate Phase. The senate may only vote to disband units located in Rome.

CONCESSION GAINS

Any senator who holds the Armaments or Ship Building concessions must immediately collect the income listed on the concession when legions or ships are built. Senators taking money in this way slide the concession out to reveal the printed corrupt bar listed on the card. This indicates that the senator is liable to a minor prosecution during the next Senate Phase (page 33).

DEPLOYMENT OF FORCES

The senate may send a commander and a specific group of forces in the Active Forces boxes to attack any available active, inactive or imminent war. 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.

When a measure to send a force away passes, those units are placed on the commander's card, and he is immediately considered absent from Rome and placed overlapping the war. 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.

The passage of any measure sending the Presiding Magistrate 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 Presiding Magistrate 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, etc...), the suspended proposal

automatically fails.

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, one at a time, until the war is defeated or all armies have attacked. The advantage of sending separate armies to fight a single war is that each Disaster/Standoff number can only be applied once a turn.

EXAMPLE: An end result of 14 would result in a disaster for the first battle resolution, but a subsequent end result of 14 for a different force on the same turn would not be considered a disaster.

MINIMUM FORCES

The senate may not propose to send a senator to fight a war without his consent unless the combined strength of his force (including his military rating) is equal to or greater 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.

EXCEPTION: Automatic recalls – see below.

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 (see Automatic Recalls, below).

A commander that left Rome in the current Senate Phase may not be reinforced.

RECALL OF COMMANDERS / FORCES

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 Forces boxes 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 forces rules (see above).

The senate may not recall a commander or forces attached to a commander that were deployed during the current Senate Phase nor a commander or troops attached to that commander if already reinforced in the current Senate Phase.

The senate may not recall legions from a Proconsul without his consent that will reduce the strength of his force to less than that of his war and any applicable leaders.

AUTOMATIC RECALLS

Once the senate is closed, all Proconsuls who have insufficient fleet support, no legions when fighting a land battle or no fleets when fighting a naval battle are automatically recalled. Any force without a commander is also automatically recalled at this time. Obtaining fleet support is not required to perform these recalls.

GARRISONS

Each province has a base land and naval strength depending on whether the province is developed or not. These base province strengths are defenses innate to the provinces and can be enhanced by garrisons ([the advanced rules expand on the role of provincial forces](#)).



The senate may vote to send one or more legions to a province to augment its base land strength. 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 and rebel governor advanced rules](#)) is protect the province and governor from dangerous events.

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.

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. Votes of censure or gratitude, reprimands, personally insulting proposals and the like can all be appropriate.

Passage of minor motions has no game impact. Defeat of a minor motions carries no loss of influence penalty to the initiator of that motion.

ASSASSINATIONS

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 roll 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 assassination. Other factions may not interfere with this attempt with their own assassin or bodyguard faction 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.

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 land bill vote is never canceled by the death of a senator, whether he is sponsor or co-sponsor.

SENATUS INTERRUPTUS

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 and when the roll is made.

The assassin announces the senator making the attempt and his target before rolling 1d6. Results are found on the Assassination Table.

Assassination Table	
Modified 1d6	Result
≥ 5	Killed
3-4	No Effect
≤ 2	Caught

If the target senator has one or more “Secret Bodyguard” cards, he may announce after the roll how many of those cards he will play to defend against the assassination attempt. Each bodyguard so used subtracts 1 from the roll 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 roll to kill the victim and a subsequent roll to result in the assassin’s capture.

KILLED

The target of the assassination attempt is killed (page 19).

- 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 cancels the current proposal and a new nominee (or set of nominees) must be provided by the Presiding Magistrate.
 - **EXCEPTION:** Concession assignments and Consul for Life nominations can only be proposed once a turn.
- If the Censor dies during the prosecution step, the current prosecution is canceled and no more prosecutions are possible.
- If a Prosecutor dies, the prosecution is canceled but still counts towards the Censor’s limit.

CAUGHT

A caught assassin is killed (page 19).

In addition, his faction leader:

- loses 5 influence
- if he is in Rome, is the subject of an immediate special major prosecution

PROSECUTION OF FAILING FACTION LEADERS

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.

A special assassination prosecution only temporarily suspends the current proposal. If possible, the proposal continues after the prosecution is resolved.

The failing faction leader **must** make a popular appeal. Instead of modifying the popular appeal roll by his own popularity, he must subtract the popularity of the target senator (if the target had negative popularity, add it to the roll).

$$\begin{aligned} \text{Assassination Prosecution Popular Appeal Roll} &= \\ &2d6 \\ &- \text{Target Senator's Popularity} \end{aligned}$$

If the faction leader is found guilty not only is he executed but a number of mortality chits equal to the victim's popularity (if positive) are drawn, and any other members of the assassin's faction currently in Rome whose mortality chits are 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 killed faction leader was the last remaining member of the faction, the player is eliminated from the game.

COMBAT PHASE

Fortune, which has a great deal of power in other matters but especially in war, can bring about great changes in a situation through very slight forces.

— Gaius Julius Caesar

WAR

Any wars to which the senate has sent an army are now fought.

Except in the case of multiple armies fighting the same war, wars are always resolved in the order in which the senate dispatched the commanders in the Senate Phase. If a single proposal results in the deployment of multiple commanders and they cannot agree in what order to attack, roll a die to determine the order.

Wars should be fully resolved one at a time, since 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 is not considered prosecuted at the end of the Combat Phase is moved to the Unprosecuted War section of the Forum, where it increases the Unrest Level in the Population Phase.

Cilician Pirates Strengths;

3 Land

2 Fleet Support

0 Fleet Strength (due to the Naval Victory against it in a previous battle).

Lusitanian War Strengths;

17 Land (6x2 for Matching War +5 for Viriathus)

2 Fleet Support

0 Fleet Strength (Lusitania has no Fleets)

Numantine War Strengths;

21 Land (8x2 for Matching War + 5 for Viriathus)

2 Fleet Support

0 Fleet Strength (Numantia has no Fleets)



Cilician Pirates and the Numantine War are unprosecuted and will move to the Unprosecuted Wars section at the end of the Combat Phase.

Roman Strength vs. Lusitanian War;
20 Land (20 Legions) minus 17 for the War

Rome has a +3 drm on the Combat Results Table

D/S numbers for Lusitanian War are only D15:S12 as opposed to D6,15:S11,12,16 since Statesman 1B cancels D/S numbers for all Spanish Revolts but NOT for Leaders.

LAND BATTLES

Land battles may only be fought if enough fleets are present to meet or exceed the fleet support rating of the war.

In land combat the commander adds his military rating to the strength of his army. **The points added by the commander's military rating cannot be greater than the strength of his army.**

The result is located on the Combat Results Table on the game board to determine the outcome.

$$\begin{aligned} &\text{Battle Outcome} = 3d6 \\ &+ \text{Commander Military Rating} \\ &+ \text{Number of Attacking Legions (Veterans Count Double)} \\ &- \text{Strength Number of the War} \end{aligned}$$

Note that the war's strength may be modified by the presence of a matching war or leader.

NAVAL BATTLES

Those wars that show a fleet strength require two separate battles, one naval battle and one land battle. The enemy fleets (the number next to the ship icon) 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.

War cards whose navies have been defeated are marked with a "Naval Victory" marker.



Once the enemy fleets are defeated, any legions still present may (at the discretion of the commander) immediately attack the land strength of the war 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 its land forces in a subsequent turn. If Rome sends a naval force with no land forces, a victorious commander returns to Rome immediately after winning the battle.

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.

DEFEATS

A result of “Defeat” means the commander has shamed himself in the eyes of Mars:

- The Roman commander is killed
- His force loses the number of legions and fleets (if present for support or for a naval battle) indicated on the Combat Results Table. These units are removed to the Force Pool on the game board, while surviving forces remain on the war card until the next Senate Phase when they may be recalled or reinforced.
- The Unrest Level is immediately increased by +2.

DISASTERS

Each war/leader has a black disaster number following a “D” on the right side of the card. 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.

- Losses in a disaster equal one-half (fractions rounded up) of all participating Roman forces. Fleet and legion losses are each halved and rounded up separately.
 - The Roman commander loses influence based on the number of legions lost (see Taking Losses page 46).
- 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.
- A surviving Roman commander remains in command as Proconsul unless recalled or killed.
- The Unrest Level is immediately increased by +1.

STANDOFFS

War/leader cards having a gray number(s) following an “S” on the right side of the card cause a standoff if that number(s) is rolled **prior to any modification** while resolving combat. The Combat Results Table is ignored, and the battle is an automatic standoff.

- Losses in a standoff equal one-fourth (fractions rounded up) of all participating Roman forces.
 - The Roman commander loses influence based on the number of legions lost (see Taking Losses page 46).
- A surviving commander remains in command as Proconsul unless recalled or killed.
- The Unrest Level remains unchanged.

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.

- The Roman commander loses influence based on the number of legions lost (see Taking Losses page 46).
- Surviving forces remain on the war card until the next Senate Phase, when they may be recalled or reinforced.
- There is no effect on the strength of the enemy war.
- A surviving commander remains in command as Proconsul unless recalled or killed.
- The Unrest Level remains unchanged.

VICTORY

A “Victory” means the forces of the Republic have triumphed over their enemies!

After a naval victory:

- Place a “Naval Victory” marker on 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 remain on the commander’s card, provided the commander survives.
 - The Roman commander loses influence based on the number of legions lost (see Taking Losses page 46).
- The victorious commander increases both his popularity and influence by half (fractions rounded up) of the printed naval strength number.
- The Unrest Level is reduced by -1

After a land victory:

- The Roman force loses the number of legions and fleets (if it has them) indicated on the Combat Results Table and the surviving forces remain on the commander’s card, provided the commander survives.
 - The Roman commander loses influence based on the number of legions lost (see Taking Losses page 46).
- The victorious commander increases both his popularity and influence by half (fractions rounded up) of the printed land strength number.
- The Unrest Level is reduced by -1
- Eliminate the war card
- In some cases one or more provinces will be created and placed in the Forum.
- Increase the State treasury for spoils of war by an amount equal to that printed next to the talent symbol of the card.

EXCEPTION: Revolts do not yield spoils of war.

If the commander defeated both the same war's land and naval forces, he receives both sets of popularity/influence rewards.

EXAMPLE: Marius is dispatched with nine legions to deal with a Slave Revolt that is matched with the leader Spartacus.

- I. Marius’ military rating of 4 is added to the number of his 9 Legions, for a total strength of 13. If Marius had only 3 legions, he could only add +3 from his military rating.*
- II. 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.*
- III. The player controlling Marius then rolls 3d6, rolling a 10, which is added to the base of 2 for a final result of 12.*
- IV. A 12 on the Combat Results Table is a stalemate with a loss of one legion.*
- V. Marius loses 1 legion (he has no fleets), and must draw 1 mortality chit to check for his own death. Had he had a fleet to lose, he would have had to draw 2 mortality chits.*

The Slave Revolt may be fought again during the next Combat Phase. Had the combat roll been 11 or 6, the result would have been a disaster with the loss of 5 legions. Had the combat roll been a 16 or 14, the result would have been a standoff with the loss of 3 legions.

VETERANS

A single legion from among the survivors of a stalemate, standoff or victory is transformed into a veteran legion by flipping it 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.

Veteran legions count double in combat regardless of which senator owns their allegiance.



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. Loyal senators with veteran legions in the army of the rebel senator may decide if these veteran legions desert to the senate before combat.

TAKING LOSSES

Forces that are removed are always chosen at random. When both veteran and normal legions are involved, the units eliminated must be drawn at random from among those present. If land forces accompany fleets on a naval battle, they still take losses normally.

The commander, regardless of the victory result, immediately loses 1 popularity for every 2 legions that are lost (round down).

Commanders never lose popularity as a direct result of losing fleets, unlike legions.

Fleet losses always apply whether the fleets were active in a naval battle or simply used for support.

COMMANDER DEATH

In any battle other than defeat, draw a number of mortality chits equal to the number of units lost. If a number belonging to the present Roman commander or Master of Horse is drawn, that senator is killed or captured. [If provincial forces or rebel governor advanced rules are being used, a governor can also be captured or killed in this manner.](#)

Mortality chits belonging to other senators have no effect.

A commander who loses his entire force is not necessarily harmed as a result of losses taken, unless it was a defeat or his mortality chit has been drawn as a result of losses taken.

If the Master of Horse has been captured or killed, the Dictator may not appoint another unless he is reappointed or re-elected as Dictator. If the Dictator is killed and the Master of Horse survives, the Master of Horse immediately returns to Rome and relinquishes his office.

CAPTURE

If the following are all true, the commander is captured instead of killed:

- The last mortality chit drawn would kill the commander or Master of Horse
- Two or more chits were drawn
- The battle was NOT a Roman victory



The senator is subject to ransom. The ransom amount is 10 talents or 2 talents per influence of the captive, whichever is more. 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.

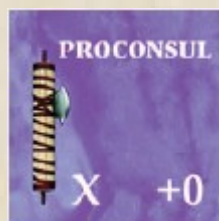
- Captives lose all income and have their personal treasuries frozen except for purposes of paying ransom. Ransom money can be drawn from the captive's personal treasury and/or his faction treasury.
- A captive always keeps his original office (provided he is returned before his term expires).
- Captives always return to Rome when ransomed; they are killed if the war is discarded or returned to the deck.
- If the war is defeated before the captive is ransomed he is killed by the enemy.
- A captive's influence does not count towards that faction's total for purposes of victory.
- Captives are subject to normal mortality chit and Foreign Epidemic event draws.
- The captive may still restrict the play of a statesmen card of the same ID#.

PROCONSUL

A commander who survives 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. A senator may remain Proconsul as long as he retains his command against the war he was originally sent to fight.

The new Proconsul immediately receives a Prior Consul marker. The Proconsul is not a Consul.

This is the only circumstance in which a senator other than the current Consuls or Dictator may command troops [except for governors in the advanced game](#). If 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.



UNPROSECUTED WARS

An active war is considered prosecuted if either of the following requirements are met:

- If a land battle was just fought this turn AND the active war ended the Combat Phase with at least one legion and the required minimal fleet support **or**
- If a naval battle was just fought this turn AND the active war ended the Combat Phase with at least one fleet and/or a Naval Victory marker.

If either of these minimum requirements is not met, the active war card is moved to the Unprosecuted War section of the Forum at the end of the Combat Phase.

REMEMBER – Each unprosecuted war will increase the Unrest Level by +1 at the start of the next Population Phase (page 27).

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.

REVOLUTION PHASE

A man's worth is no greater than his ambitions.

– Marcus Aurelius Antonius Augustus

During the Revolution Phase players will:

- I. Play/Trade Faction Cards
- II. Declare Civil War (or not)
- III. Check Victory Conditions

PLAY STATESMEN / CONCESSIONS

Starting with the HRAO and going clockwise, each player may play a statesman (page 11). A player may play a concession on a member of their own faction. A senator need not be in Rome to have statesmen or concessions played on them.

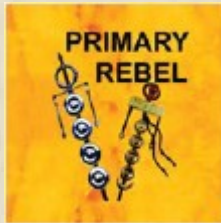
EXCESS FACTION CARDS

Starting with the HRAO and proceeding clockwise, each player with more than 5 faction cards in his hand must discard, play or trade the excess cards of his choice.

DECLARATION OF CIVIL WAR

Beginning with the HRAO and proceeding clockwise, each victorious commander must either lay down his command and return his forces to the Active Forces box or declare himself in revolt, beginning a civil war. [If the rebel governor advanced rules are being used, a governor may also declare his revolt now.](#) For the specific purpose of determining the order of 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.



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.

COMMANDER ALLEGIANCE

Before announcing his decision, a commander considering revolt may roll 1d6 for each legion in his current command (unless they are veteran and belong to the rebel) to determine if it will follow him. Those that do not are returned to the Rome and the Active Forces box. The roll required depends on the scenario being played:

- Early Republic – $1d6 \geq 5$
- Middle Republic – $1d6 \geq 4$
- Late Republic – $1d6 \geq 3$

Before making each die roll, the rebel senator may irrevocably spend a single talent from his personal treasury (or the personal treasury of his Master of Horse with his consent) to buy a +1 bonus (and only a single +1 bonus) to that legion's die roll.

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.

Since it is assumed the rebel has already returned to Italy with his army, fleets play no role in a civil war and any fleets that started with the rebel commander immediately return to Rome upon declaration.

EXCEPTION: [Rebel governor advanced rule](#)

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 major offices and senatorial income and share the fate of the primary rebel should he be defeated.
- The rebel can use any money in the secondary rebels' personal treasuries as if it were his own.
- Veteran legions owing allegiance to the primary rebel or secondary rebels will follow the primary rebel 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 to senate control.

EXCEPTION: [Rebel governor advanced rule](#)

In the case of the Master of Horse with a rebel Dictator the Master of Horse may become a secondary rebel if he is in the same faction as the Dictator. This allows the Master of Horse to continue to add his military strength to the Dictator's military.

MAINTENANCE

Rebel legions cost 2 talents per turn to maintain and must be paid before the redistribution of wealth occurs in the Revenue Phase. The rebel senator can pay this from his personal or faction treasury.

Rebel governors may collect provincial spoils from provinces, as well as all State and local taxes as personal revenue before paying maintenance costs.

Veteran legions owing allegiance to a rebel senator require no maintenance, while veteran legions owing no allegiance must be maintained normally. If, during the Revenue Phase, the rebel cannot pay the required maintenance, he must release the legions he cannot afford. Any garrison legions/fleets that are released in this manner immediately return to the senate, which may instead pay the maintenance. If the HRAO does not wish to pay the maintenance costs of these troops or if the senate cannot afford them, they are immediately disbanded.

INCOME

A senator in revolt:

- Must return his concessions to the Forum
- Loses all knights
- Loses aligned senator income
- Has his personal treasury 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 **however**
 - 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.

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 – see Victory Conditions page 51).

ALLEGIANCE

If the primary or secondary rebels have any active veteran legions, they immediately desert to the primary rebel (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).

RESOLUTION

The senate is the attacker and the rebel the defender. The normal combat procedure is followed.

- The strength number of the defender is the sum of the strength of the legions in his army and the 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 can affect either commander, as well as any Master of Horse and rebel ex-Master of Horse.

SENATE VICTORY

A result of “Victory” means a victory for the Republic - the revolt has been thrown down.

- All rebel senators are killed
- All surviving rebel legions are returned to the Active Forces 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 of war) for the senate commander unless the losses were as a result of achieving a “Victory” on the Combat Results Table.

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 through combat losses the rebel does not automatically win and the senate will have a chance to attack him again next turn.

SENATE DEFEAT

“Defeat” means a defeat for the Republic – the revolt has succeeded, and the rebel now rules Rome and wins the game, barring the collapse of the Republic (see Victory Conditions below). All surviving senate armies are returned to Rome and the rebel army suffers no losses.

VICTORY CONDITIONS

GAME END

Victory is checked at the very end of every Revolution Phase.

END OF AN ERA

If one of the victory conditions below has not been met, the game automatically ends at the end of the Forum Phase during which the Era Ends card is revealed from the scenario deck.

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).

WINNING

The game ends when a faction fulfills any of the following victory conditions. Victory conditions are listed in trump order (i.e. highest takes precedence). In all cases Rome must survive until the end of the turn.

- I. A rebel senator, while marching on Rome, defeats the senate in battle.
- II. A rebel senator wins if the State goes bankrupt or the people revolt.
- III. The first non-rebel senator that achieves a total of 35 influence is appointed Consul for Life.
- IV. A non-rebel senator is elected Consul for Life.
- V. At the end of the Forum Phase in which the Era Ends card is revealed the faction with the most combined influence from non-rebel senators wins unless other victory or defeat conditions intervene.

LOSING

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

- I. There are 4 or more active war cards in play at the end of a Combat Phase.
- II. A result of “People Revolt” is obtained during a Population Phase with no rebel senator in play.
- III. The State treasury goes bankrupt (unable to pay for anything when required) with no rebel senator in play.

SURVIVAL

Unless a player wins through the draw of the Era Ends card, 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 4 active wars at the end of any turn, all players lose.

If a rebel achieves his victory conditions (either by I or II above), but there are still 4 active wars then move directly to the Combat Phase immediately after the trigger occurs (if needed). The rebel may immediately add to his army any remaining forces in Italy (including the remainder of the defeated senate army), along with all remaining Roman fleets. In the order of his choosing, he then immediately prosecutes the wars one at a time.

If he lacks the necessary fleets to support his army against the first war or does not gain a victory, he loses with the rest of the players – Rome has fallen.

If he wins the first war, thereby reducing the number of active wars to fewer than 4, he wins the game.

SCENARIOS

Republic of Rome offers three main scenarios which cover Rome’s rise from a city-state on the banks of the Tiber to an empire that dominated the entire Mediterranean.

- **The Early Republic** - features a fragile republic beset by the most powerful enemies it would ever have to face, and the players must work hard simply to survive
- **The Middle Republic** - a period of growth, in which a stable Rome absorbs more and more provinces, and the threats it faces slowly become more internal than external.
- **The Late Republic** - portrays the final cataclysmic days of the Republic, as powerful politicians face off for control of the state at the same time as Italy is wracked by dissent, Civil war threatens and the Roman Republic lurches towards the Roman Empire.

It is generally suggested that new players should start with the Early Republic scenario. Even though it is the toughest for the Republic, it plays in 4 hours or so for most groups. It uses the fewest rules and is an excellent way to become familiar with the dynamics of the game.

The Middle and Late Republic scenarios each take a bit longer to play than the previous scenario, although the very real threat of the Republic becoming an Empire can cut the Late Republic short.

THE EARLY REPUBLIC

Setup for the Early Republic scenario is covered under “Setting Up Your First Game” (page 9). You will refer back to that setup procedure as a reference when setting up other scenarios as well.

THE MIDDLE REPUBLIC

The setup for the Middle Republic is the same as the Early Republic, except for the following:

- I. Set up the Middle Republic scenario deck as follows:

- i. Start with the gray-bordered cards.
 - ii. No cards are placed in the Forum.
 - iii. Separate and combine the 25 black-text family cards from the Early (white-bordered) and Middle Republic decks and randomly deal 4 face-up to each player. Return all the remaining family cards to the Middle Republic deck.
 - iv. Add the 13 concessions cards from the Early Republic deck to the Middle Republic deck.
 - v. Separate and shuffle all the non-statesman faction cards from the Early Republic deck. Randomly draw 6 faction cards from this pile and add them to the Middle Republic deck without looking at them.
 - vi. Shuffle the Middle Republic deck and deal out 3 cards face-down to each player. Players should keep any faction card they get, but any Forum card should be discarded face-up when received and replaced with another card. Repeat until all players have a hand of 3 hidden faction cards. Shuffle the discarded Forum cards back into the Middle Republic deck.
 - vii. Separate 6 random cards from the Late Republic (red-bordered) deck and combine them with 6 random cards from the Middle Republic deck along with the “Era Ends” card. Shuffle these cards and place them at the bottom of the Middle Republic deck.
 - viii. Put the remaining Early and Late Republic decks aside.
 - ix. Place the finished Middle Republic deck in the Draw Pile space on the game board.
- II. Six legions are put in the Active Forces boxes on the game board

THE LATE REPUBLIC

The setup for the Late Republic is done the same as the Early Republic, except for the following:

- I. Set up the Late Republic scenario deck as shown below:
 - i. Start with the red-bordered cards.
 - ii. No cards are placed in the Forum.
 - iii. All law cards from the Middle Republic (gray-bordered) deck are placed in the Laws space and considered in play
EXCEPTION: the Serviliani and Acilian Laws are removed from the game.
 - iv. Separate and combine the 30 black-text family cards from the Early (white-bordered), Middle, and Late Republic decks and randomly deal 5 face-up to each player. Return all the remaining family cards to the Late Republic deck.
 - v. Add all 13 concessions cards from the Early Republic deck to the Late Republic deck.
 - vi. Separate and shuffle all the non-statesman faction cards from the Early and Middle Republic decks. Randomly draw 6 faction cards from this pile and add them to the Late Republic deck without looking at them.
 - vii. Shuffle the Late Republic deck and deal out 3 cards face-down to each player. Players should keep any faction cards they get, but any Forum card should be discarded face-up when received and replaced with another card. Repeat until all players have a hand of 3 hidden faction cards. Shuffle the discarded Forum cards back into the Late Republic deck.
 - viii. Separate 10 random cards from the Late Republic deck and add the “Era Ends” card. Shuffle these cards and place them at the bottom of the Late Republic deck.
 - ix. Put the remaining Early and Middle Republic decks aside.
 - x. Place the finished Late Republic deck in the Draw Pile space on the game board.
- II. Eight legions are put in the Active Forces boxes on the game board.

EXTENDED SCENARIO

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).

Setup is done exactly the same except the “Era Ends” card must be placed in the last deck you are planning to use according to that deck’s scenario guidelines.

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). Play proceeds normally after noting the increased legion loyalty numbers for revolts and the new Random Events Table column in use for the new period.

Setup should be done for the first deck only according to the starting scenario for that deck, except that the placement of the “Era Ends” card should be done by using the Era Ends placement rule for the ending scenario deck.

ALTERNATIVE HISTORY SCENARIO

Set up the game exactly as the Early Republic scenario, except for the following changes:

- ignore all deck borders (e.g. deal out 3 random senators [from any scenario] and 3 random faction cards [from any scenario]).
- The deck will consist of all 3 decks shuffled together.
- Randomly shuffle the Era Ends card into the last 12 cards of the combined deck.

The Random Events column and legion loyalty Numbers will advance at the start of the 8th and 16th turns.