

# **SENATE PHASE ORDER OF BUSINESS**

*The following proposals MUST be considered in order.*

## **I. Election of new Consuls**

- A. Nominees must be aligned Senators present in Rome. Outgoing Consul Nominates.
- B. The current Consul(s) are not eligible.
- C. No pair of Senators may be renominated, but either may be renominated in a new combination.
- D. Senators may not decline nomination, but they may vote against themselves.
- E. If only one eligible pair remains, they are automatically elected.
- F. The elected Consuls decide between themselves who will be Rome Consul. If no agreement, highest DR chooses.
- G. New HRAO takes over conduct of the senate immediately.

## **II. Election of Pontifex Maximus (Optional Rule)**

- A. Nominees must be present in Rome and not hold an office.
- B. If only one eligible Senator remains, he is automatically elected.
- C. If no eligible Senators are present, all Senators in Rome are temporarily eligible.
- D. If assigned to someone with a priest he loses the priesthood and the 1 influence as well.

## **III. Appointment/Election of Dictator**

- A. Only if 3 or more active wars or active war with strength  $\geq 20$  (with modifiers).
- B. Appointment by agreement of Consuls or by Senate election run by HRAO if no Consuls.
- C. Appointee must not already hold office.
- D. New Dictator immediately appoints Master of Horse.

## **IV. Election of Censor**

- A. Nominees must be Senators present in Rome with previous Consular experience.
- B. The current Censor IS eligible, but the new Consuls are not.
- C. If only one eligible Senator remains, he is automatically elected.
- D. If no eligible Senators are present, all Senators in Rome are temporarily eligible.

## **V. Prosecutions**

- A. The Censor temporarily conducts senate business for this phase.
- B. His options are:
  - i. No prosecutions.
  - ii. Up to two minor prosecutions. Accused must have held office or collected concession income in the previous game turn. A returning Governor is accusable only if he collected personal revenue from his province.
  - iii. One major prosecution. Accused must have held office other than governor in the previous game turn.
- C. Another consenting Senator must be appointed Prosecutor for each prosecution. The Prosecutor gains the Prior Consul marker and influence loss / 2 (round up) of a successfully prosecuted Senator.

## **VI. Elections of Governors**

- A. Nominees must be Senators in Rome with no other offices that have not just returned from Governorship this turn.
- B. All vacant provinces must be filled. If only one eligible Senator is present, he is automatically elected.
- C. A Governor may be recalled from a province before his term is up by electing a new Governor for that province.
- D. Elected Governors depart immediately and may not participate in further business this Senate Phase.
- E. Nominations for Governors may be grouped as a single proposal.

## VI. Other Business

The following proposals may be considered in any order, but may only be grouped into multipart proposals as indicated:

- A. Assignment of open Concessions present in the Forum.
  - i. Assignments may be grouped as a single proposal.
  - ii. A Concession may be proposed only once per Senate Phase.
- B. Passage or repeal of Land Bills.
  - i. Proposal for passage must include names of consenting Senators as sponsor and co-sponsor.
  - ii. Proposal for repeal must include name of consenting Senator as sponsor. The sponsor must have popularity greater than what he will lose by sponsoring and voting for the repeal.
  - iii. All Senators voting against passage or for repeal lose popularity regardless of the outcome of the vote.
  - iv. Changes in Unrest Level and Popularity are made immediately upon passage. Payment is made in the next Revenue Phase.
  - v. Only one of each type of landbill may be proposed per turn. Only one landbill may be proposed for repeal each turn.
- C. Raising/disbanding of forces.
  - i. Number of forces to recruit must be stated but intended usage need not be.
  - ii. Payment (10 / unit) for recruitment is made immediately.
- D. Assignment/recall of legions to a province garrison.
  - i. The Senate will pay Garrison maintenance costs in future Revenue Phases.
- E. Assignment/recall of forces to prosecute a war.
  - i. Only Consuls or Dictator are eligible leaders.
  - ii. The Field Consul must be sent prior (or simultaneously with) the Rome Consul.
  - iii. Sending the HRAO to war ends the Senate Phase.
  - iv. Force may not be sent without leader's consent if its combined strength (plus leader's military rating) is less than that of the war (plus its leader, if any).
  - v. Units may not be recalled from Proconsul without his consent if his combined strength would fall below that of the war.
- F. Recall of Proconsul.
  - i. Recalled forces go back to Active box.
  - ii. Recall may be combined with proposal to send new leader to same war with same forces (replacement of commander).
- G. Recall of Statesman from exile.
  - i. Recalled Statesman rejoins his Family card, if present, or goes to Forum.
  - ii. Senator who cast the most votes for recall gets immediate free unopposed persuasion attempt vs. unmodified loyalty.
- H. Recall of Pontifex Maximus
  - i. Two-thirds majority of the present votes are required to strip the office from its current holder.
  - ii. This vote may not be vetoed using the special power of the Pontifex Maximus, however another senator (any faction) may use a Tribune to veto.
- I. Appointing Priests (*Must be done by the Pontifex Maximus every turn*)
  - i. The Pontifex Maximus must assign or reassign a priest to any one senator during the senate phase.
  - ii. This cannot be vetoed or rejected in any way. This can be done at any time during the senate phase.
  - iii. The Pontifex Maximus cannot be an appointed priest.
- J. Election of Consul for Life.
  - i. This proposal may take place anytime after the election of new Consuls.
  - ii. Nominee must have influence  $\geq 21$ . He may add his influence to his votes.
  - iii. Only one Consul for Life proposal may be made per turn.
  - iv. The Consul for Life proposal cannot be vetoed.
  - v. Once elected, the Consul for Life is immune to assassination.
  - vi. If the Republic survives the current Game Turn, he wins.
- K. Any minor proposal not affecting the rules of the game.
  - i. Such as: censure, gratitude, reprimands, insults, etc.
  - ii. There is no influence penalty for defeat of these motions.