

The Republic of Rome Outline and Reference, Valley Games edition, Version 0.8
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Everyone Loses

4 or more active wars at end of combat phase
the people revolt with no declared rebel
Rome bankrupt for any reason with no declared rebel

Winning

(in priority order)
rebel marches on Rome, defeats Senate, and Rome survives turn
declared rebel when Senate bankrupt or the people revolt
loyal Senator with 35 influence, Rome survives turn, no Military Reforms
loyal Senator voted Consul for Life and Rome survives turn
Faction with highest non-rebel influence after “End of Era” draw phase
recommended way to win in Early Republic, others too volatile

Treasuries

Gabinian Law allows either treasury to raise forces for commander

Faction Treasury

only thing that survives death
may not be inspected by other players
primarily used to pay counter-bribes for persuasion attempts
may also pay ransom

Personal Treasury

lost upon death
donate to state coffers (gains influence)
may be inspected by other players
bid for any leftover initiatives
sponsor games (gains popularity, lower unrest)
defends Senator against persuasion attempts
attracts one knight (+1 vote, 1 talent/turn income)
gets proceeds from pressuring knights (1d6 income, lose knight)
buying votes for the current proposal
if Senator captured, frozen but may be used to pay ransom

Rebels and Treasuries

primary rebel may withdraw from faction treasury
primary rebel may withdraw from 2nd rebel's personal treasuries
loyal senators may contribute to faction treasury

Influence

may not go negative
+1/+3/+7 for 10/25/50 talent contributions to state coffers
increased each time an office is granted
-1 for unanimous fail vote as PM who does not steps down
-5 if guilty, prosecutor and advocate change by +/- 3
lost in assassination if faction leader caught
increased in victorious combat, half of printed war value (land & sea)
+3 if governor improves province
≥ 21 / ≥ 35 allows Consul for Life vote / appointment, possible win

Popularity

limited from -9 to 9
adds to “state of the republic” 3d6
-5 for guilty verdict, prosecutor gains half
changed by land bill votes
helps victim of failed assassinations
used in popular appeal to defend against prosecutions
increased in victorious combat, half of printed war value (land & sea)
increased by throwing games
lose 1 pop for every 2 legions lost (not fleets)

Oratory

adds to Senator's total votes
used in prosecution trial votes roll, both advocate and prosecutor

Tribunes

to force your proposal in senate

- play during senate phase
- may be played early without declaring intent
- may not propose a prosecution
- to stop senate phase from ending and force proposal
 - play during PM's "the senate is adjourned"
 - play during vote that would send PM to war
 - suspends current vote, inserts yours
- PM still controls voting on your proposal

to veto a proposal or cancel any prosecution

- play during your faction's vote but before your vote is cast
- can not veto
 - Consul for Life, Prosecution of Assassins, Laws
 - Dictator appointment, Dictator's proposals, last possible candidate

Deals/Trades

- secret deals are unenforceable
- open deals enforceable by majority ("honest and impartial")
- may only trade cards in hand, not cards played
- promised cards change hands in Revolution Phase, may give peek
- promised talents must change hands only in Revenue Phase
- may not circumvent rules

Unenforceable Deals

- distribution of Rome and Field consulships
- assassination attempts
- rebel/loyal status
- guaranteed passage of a vote

Rebels

- only strongest (2.03.02) rebel faction allowed to rebel
- one primary rebel, other senators in faction may join as secondaries
- once a rebel is declared, no others may rebel even if stronger
- must pay to maintain regular forces, veterans are free
- must pay provincial base forces (won't lose base forces if broke)
- legions/garrisons not paid for are returned to Senate
- legions/garrisons returned to Senate may be paid for or disbanded
- in civil war veterans will desert to their commander if he chooses
- rebel governors plunder province taxes
- rebel governors may not improve provinces
- rebels may use faction treasury but may not contribute to it
- loyalists may still contribute to faction treasury
- rebels have no income except provincial spoils, state and local taxes
- rebels may not give or take from a loyal senator personal treasury
- rebel may use any rebel senator's personal treasury
- if primary dies, all secondaries killed and provinces returned pristine

Senate Procedures and Information

HRAO (Highest Ranking Active Official), first on list in Rome

Dictator

Rome Consul

Field Consul

Censor

Master of Horse

Pontifex Maximus

the Senator in Rome with the most influence

Presiding Magistrate (PM)

HRAO is PM except Censor for prosecutions, PM can change

PM has sole control of

proposals considered by senate (others can use tribune)

discussion (can force no discussion, call vote immediately)

controls faction voting order (have your enemies vote first)

declares end of session (Censor as PM may not do this)

must be after elections, governors, and prosecutions

by saying **“the senate is adjourned”**

also by allowing vote that sends PM away from Rome

if PM dies, next HRAO gets job, vote continues

if a PM proposal (not from tribune) is voted down by all others

PM -1 influence unless PM steps down for next HRAO

if PM has no influence he must step down

a proposal passes the moment the last vote is taken

Voting

senators in the same faction are allowed to vote differently

number of votes is oratory + knights + bought votes

a senator may buy votes with personal treasury, 1 for 1

bought votes only affect current proposal

war votes: PMax votes double, Priest +1 vote

players ignoring calls to vote abstain and lose chance to vote

should keep vote tally updated (oratory + knights)

need simple majority to pass (except 2/3s for recall of PMax)

Repopulating Rome

whenever number of aligned senators in Rome during senate < 8

take senators first from curia, then forum

goes to faction with fewest senators, least influence, then DR

Defeated proposals may not be reintroduced without alteration

Assassination

can only happen in Senate Phase, cards modify but not required

a faction can suffer assassination no more than once per phase

no faction may try to assassinate more than once per phase

Procedure

Senator announces attempt: **“die swine”**

no cards may be played except assassin and secret bodyguard

any open bodyguard cards must have already been played

1d6 for result:

5-6 target killed

3-4 nothing

1-2 assassin caught, implicates faction leader

for each bodyguard must roll again with all modifiers to catch

if a senator votes and is then killed the vote stands

Effects of being caught

assassin is killed

implicated faction leader

loses 5 influence

if in Rome, immediate major prosecution

may not veto

forced 2d6 on Popular Appeal Table

must subtract victims popularity instead of adding his

Censor is PM even if he is accused

if no Censor, current PM runs prosecution

no prosecutor or advocate

if faction leader guilty or was assassin

death bingo on other faction senators in Rome

number of chits equal to victim's popularity

I. Mortality Phase a/k/a “Death Bingo”

activate earliest war from each matching Imminent war
draw chit to kill a Senator (a “draw 2” chit is returned to cup immediately)
lose all chits but faction leader
faction leader card stays in faction
statesman card discarded
other Senator cards go face down at bottom of Repopulating Rome
concessions go face up in forum
if no Senators, get one from curia, lose both hand & faction treasury

II. Revenue Phase

if barbarian raids event active
border province add province military, 2/garrison, governor military
Need ≥ 15 on 2d6 with one colored die else overrun
no revenue that turn
force losses numbering colored die of above roll
developed reverts to undeveloped, may not improve this turn
death bingo to nail governor, # chits specified by colored die
capture and ransom possible, must pay by forum phase or die
rebels pay 2T per legion/fleet and provincial base forces, personal or faction
collect personal income
must not be placed in a rebel's treasury, can be lump sum
loyalist only: 3/Faction Leader, 1/other aligned Senator, 1/Knight
loyalists must collect concessions, show corrupt (“may collect” is variant)
Governors may collect personal income (“spoils”) unless province fighting a war
choose before rolling
may force state to pay any negative value or pay himself
add corrupt marker
rebel Governors collect spoils
PMax gets 1d6 temple collections
redistribute wealth
players may now transfer talents amongst themselves
rebels may not transfer to loyal senators (& vv) or to faction treasury
may transfer talents to/from a senator not in Rome
Governors develop province unless attacking, allied, or rebelling
+1 to die roll if not corrupt this turn
+3 influence if he succeeds
reverts if reconquered by Rome after barbarians or war
Senators may now contribute to Rome's treasury and gain influence
Rome gets +100 talents
deduct 20 talents for each active war or revolt
deduct for Land Bills
deduct 2 talents per fleet/legion not in rebellion (may disband returning rebels)
provinces not at war generate state income for Rome or rebel Senator

provinces not at war generate local taxes

loyal Governor must spend now to raise forces, may supplement
rebel Governor may raise forces or keep local taxes, may supplement
maximum forces for province stated on card

warn for possible 20 talent Evil Omens and 50 talent Natural Disaster costs
advance loyal Governor's term markers, return if track/dial exceeded
Senators may no longer contribute to Rome's treasury

III. Forum Phase

most random events expire at start of forum phase
if first Evil Omens this turn, Pontifex Maximus must pay 20 talents
if can't pay, or second Evil Omens, then PMax stripped of office, -5 influence
unpaid amount + 10T fine levied against PMax's faction treasury
if still unpaid
state pays difference excluding fine
Censor gets an extra major prosecution on PMax upcoming Senate phase
starting with HRAO, each faction
2d6 for event (7) or draw card (keep red, must play black)
“End of Era” card ends game at end of this phase, persuasions now fail on 9
persuasion attempt against non-faction leader
add persuader's oratory, infl, bribes (goes to target), +7 if target aligned
subtract target's loyalty, treasury, counter-bribes (goes to target)
persuader needs \leq base number with 2d6, ≥ 10 automatic failure
knights, +1 vote, +1 talent/turn revenue (Servilian Law +1)
attract with 6 on 1d6, may spend personal treasury to increase roll
pressure, 1d6/knight pressured, knight leaves, into personal treasury
sponsor games (from personal treasury, get popularity, lower unrest)
change faction leader
auction for leftover initiatives, need to be in Rome, use one personal treasury
check for drought, active, and matching on new war cards
distribute major office markers
if Second Punic, Gladiator Slave Revolts, Alexandrine War, Sicilian Slave active
check to destroy concessions, go face down in curia
if present, Hannibal and Spartacus gets extra roll
roll 1d6 for unmatched leaders, senators, concessions in curia. On 5-6 flip up or kill
Adjust all vote tallies (oratory + knights)

IV. Population Phase

adjust unrest
+1 each drought including drought war cards
+1 unprosecuted war
state of the republic address
3d6 + HRAO's popularity - unrest level
manpower shortage and mob results detailed on event cards
this die roll starts the senate phase unless roll kills Rome

V. Senate Phase

current HRAO in Rome becomes PM
Senator may not resign elected office
Senator may not decline nomination but may vote against

Laws

may be proposed at any time, even before consular elections
may be played like a tribune and will be deliberated next
current PM in control
must have consenting sponsor and co-sponsor
can not be vetoed, assassinations will not stop the vote
if passed, sponsor gets +3 influence, co-sponsor +1

Election of New Consuls

PM nominates two Consuls from aligned Senators in Rome
Dictator and outgoing Consuls not eligible until "Tradition Erodes" law passed
Dictator's term now ends if he has not already rebelled
new Consuls assign Rome/Field Consuls among themselves
if no agreement, use 2d6
outgoing Consuls get Prior Consul chits
new Rome Consul becomes PM

Consul for Life

can happen anytime after Consuls elected but not during Prosecutions
only once per Senate phase, detailed below in Other Business

Elect Pontifex Maximus (PMax)

for life (may not resign) or until recall, multiple evil omens, prosecuted
must pay cost of any Evil Omens
+5 influence upon election
war votes involve forces or commanders but not garrisons or governors
one free veto per senate phase (not proposal)
may assign or reassign one priesthood
PMax gets doubles personal and knight votes (not bribes) for war votes
priests get +1 inf and +1 war vote while in office

Appointment/Election of Dictator

only if 3 or more active wars or active war with strength ≥ 20 (land + sea)
appointment is by agreement of all surviving Consuls
may not be vetoed with a tribune
PM may propose election if Consuls do not appoint
may also be proposed by a tribune
potential Dictator must not already hold office other than Censor
must happen before Censor election
Dictator gets +7 influence, Prior Consul, becomes PM
Dictator appoints Master of Horse, MHorse gets +3 inf, no Prior Consul
Dictator's proposals may be voted against but not be vetoed

Election of Censor

nominees must be Senators present in Rome with Prior Consul chit
the current Censor eligible if he has PC chit, new Consuls are not
if only one eligible Senator remains, he is automatically elected
if no eligible Senators are present, all Senators in Rome eligible

Prosecutions

Censor temporarily becomes PM
may not prosecute himself
if Censor dies, all prosecutions stop and fail
if Prosecutor dies, that prosecution fails but still counts towards limit
possible extra major prosecution of PMax
Censor makes either
0, 1, or 2 minor prosecutions
Accused must have corrupt or major marker
held office, collected concession, returning corrupt Governor
one major prosecution
Accused must have major marker (held office)
Censor appoints consenting Senator in Rome as Prosecutor
Accused appoints consenting Advocate (not Censor or Prosecutor, may be himself)
Senate votes
accused will get extra votes equal to his Influence later
when called to vote, anyone may veto by tribune
when called to vote, accused may make a popular appeal
2d6 + popularity, may result in
death or vote modifiers
each number > 11 is one chit death bingo on Censor and Prosecutor
each number < 3 is one chit death bingo on Advocate if not self
after voting concluded, accused must conduct trial on trial table
Advocate's Oratory – Prosecutor's Oratory + 2d6
final votes = Senate votes + Accused's Influence + popular appeal votes + trial votes
guilty
minor: Accused -5 pop, -5 inf, lose prior consul, concessions face up in forum
major: executed (note all influence and PC chit is lost)
Prosecutor gains any Prior Consul of Accused, half of Influence loss (round up)
Advocate, if not accused, loses -3 Influence to min of 0
innocent
Prosecutor -3 influence to a min of 0
Advocate, if not accused, +3 influence
Censor steps down as PM, prior PM regains control

remove corrupt and major markers

Elections of Governors

nominees in Rome, must not hold office, must not be returning Governor this turn
Senate must fill all vacancies, can appoint unaligned Senator
Governors depart Rome the moment the vote passes unless Vatinian Law
elections/recalls may be grouped as a single proposal
additional recalls and elections may be performed later in this phase

Other Business, in any order

proposals may be grouped with others of same type. Land bills must be alone.

Replace a Governor

may recall Governor by electing a new one
may not recall a Governor installed this turn
reset term limit for incoming Governor
outgoing Governor must keep any corrupt marker

Assign available concessions (face up in Forum)

a concession may be proposed only once per Senate Phase, tap or flip over on fail
land bill concession must not be assigned until land bills in effect

Land Bills, propose and repeal

only one of each type of land bill and one repeal may be proposed per turn.
type I Land Bills may not be repealed. Others can, even on same turn.
proposal must name a consenting sponsor and co-sponsor
sponsor's votes must be consistent with sponsorship
Senators voting against passage or for repeal immediately lose popularity
popularity and unrest changes listed on Land Bill Table
proposal for repeal must name consenting sponsor who has popularity to lose
Senator who vetoes with tribune does not lose popularity
if sponsor and co-sponsor in same faction
one Senator may attempt assassination of either sponsor
the assassin is killed if caught but no other consequences
must happen prior to end of vote, vote will continue regardless
factions may not abstain for land bills

Raising/disbanding forces

proposal must only state number of forces, theater/commander is another vote
10 talents per unit is paid immediately
may not disband and rebuilt a unit in the same turn (& vv)
pay ship building and armaments concessions ("must" collect)
Senate may not raise disbanded veterans unless last available, will lose vet status

Garrison a province

garrison maintenance costs paid by Rome in Revenue Phase
garrisons are loyal to the Governor should he rebel
garrisons will affect barbarian raids and provincial wars

Assignment and Recall of forces to prosecute a war or rebel province

only Consuls or Dictator may command
Field Consul must be sent prior (or simultaneously with) Rome Consul
sending the PM to war ends the Senate Phase immediately (tribune can interrupt)
commanders leave Rome immediately upon appointment
commanders must consent if total strength < total war strength
Proconsul must consent to recall of forces if total strength < total war strength
Proconsul must attack again unless he no longer has minimum force required
if so, automatically recalled at end of phase unless Senate takes action
may assign multiple forces to same war
disaster/standoff not apply if earlier battle already had disaster/standoff
battles resolve in proposed order unless in same proposal, then agree or DR
may not change/recall forces/commander if already voted upon this turn

Recall/Replacement of Proconsul

recalled forces return to Rome
Proconsul can be replaced with one proposal with no force/theater changes

Recall of Pontifex Maximus

needs 2/3 majority, PMax may not use innate veto, may use tribune
-5 influence when leaving office

Election of Consul for Life

can happen anytime after the election of Consuls but not during Prosecutions
proposed by PM or via tribune (tribune can be canceled by Intrigue cards)
nominee must have influence ≥ 21 . He may add his influence to his votes
only one CfL proposal may be made per turn
the CfL proposal cannot be vetoed
once elected, the CfL is immune to assassination
a CfL runs all factions except the one containing a rebel (if present)
make no assassinations, no public agreements, must vote for land bills
may look at but not play cards
Senator that has influence ≥ 35 immediately appointed CfL
if the Republic survives the current Game Turn, CfL wins

Gratuitous proposals not affecting the rules of the game

censure, gratitude, reprimands, insults, Triumphs, calendar/alphabet changes, etc.
no influence loss for total defeat of these motions

Senator may recall disbanded veteran legions with 10T/legion, -1 ora -1 inf

Gabinian Law

commander may pay to raise forces from either treasury

Calpurnian Law

Censor may fine one corrupt returning Governor during Senate phase

Acilian Law

transfers Calpurnian Law powers from Censor to faction with most knights

VI. Combat Phase

rebel may reinforce unless Rome defeats rebel at naval interception (2.03.71 & 72)
see 2.03.81 for strength of rebel provinces
naval battle fought first
land battle fought if still enough fleets to support, optional same turn of naval battle
provincial forces half strength unless garrisoned, base forces full strength
provincial forces allied with war are full strength, die first
check roll for disaster and standoff numbers on war and leader cards

Disaster
lose half (rounded up) forces, both fleets and legions separately
bingo to kill/capture commanders
unrest +1 unless province is doing the fighting

Standoff
lose $\frac{1}{4}$ (rounded up) forces
bingo to kill/capture commanders

Defeat
commanders or governor killed
provinces ally with war, adds to war strength after multiplication
forces lost per combat results table
unrest +2 unless province is fighting

Stalemate
forces lost per combat results table
bingo to kill/capture commanders

Victory
unrest -1 for each land and naval won by Rome, no change for provincial
fleet victorious chit placed if Roman or provincial naval victory
forces lost per combat results table
bingo to kill/capture commander
survivors move to commander's card
create one veteran legion, allegiance to commander or governor
provinces may be created
pop and inf go up by half rounded up (land & naval) (cmdr & Gov)
if not a revolt or provincial war, collect spoils of war
note earlier war coming after later war beat is revolt
provincial victories 2.02.414, wars can go inactive, back in deck, or gone
discard war card if land battle victorious

how to check for commander/governor death
death bingo with number of chits equal to lost units
if multi-chit draw and matching chit drawn last, commander captured
ransom 10 talents or 2/influence, whichever is greater
paid from personal and/or faction treasury
killed if war is defeated before ransom paid
captive senator's influence does not count towards player victory

a commander that survives a non-victorious battle
stays in field with forces
gets Prior Consul and Proconsul chits
provinces now attack matching active war unless Rome stalemate, standoff, victory
prov base str + prov army str (half if no garrison) + garrisons + Gov's military
fleets commit even if land battle only
if fleet support required and no fleets then victory result is stalemate
any naval battle without provincial fleets is a defeat
if no garrison at combat start, 2 for 1 losses on provincial forces
if garrisoned, losses follow 2 provincial then 1 garrison pattern

a war is prosecuted if either
naval combat with fleet victorious chit or at least one surviving Roman fleet
land combat with at least one surviving Roman legion and fleet support
move all unprosecuted active wars to unprosecuted slots
adjust unrest level in population phase

VII. Revolution Phase

play, trade, or discard red cards, only time this is allowed
may not discard a law, must discard something else
victorious returning commander may disband commanded veterans, +1 ora +1 inf
one victorious commander, any governors rebel, HRAO clockwise
commander, if any, must be primary
other senators in same faction must declare for rebel or state
rebels immune to persuasion attempts
rebels lose offices, knights, concessions, income
1d6, 1 roll per legion/fleet, need
 ≥ 5 in early republic
 ≥ 4 in middle republic
 ≥ 3 in late republic
may spend 1T/legion to increase dr by 1
provincial forces and garrisons are loyal to governor
any later rebellions must have greater strength, 2.03.2
rebel governors must decide if immediately marching on Rome (cmdrs must)
if Senate fails to fight rebel marching on Rome, rebel wins if Rome survives
one secondary rebel reinforces primary on following turns, naval interception
if Manilian Law, victorious commander may move to another war if minimums met
must have 5 or fewer cards in hand
check victory conditions