

RANDOM EVENTS TABLE

3d6	Early Republic	Middle Republic	Late Republic
3	Mob Violence	Pretender Emerges	Epidemic
4	Natural Disaster	Storm at Sea	Storm at Sea
5	Ally Deserts	Ally Deserts	Ally Deserts
6	Evil Omens	Natural Disaster	Pretender Emerges
7	Refuge	Mob Violence	Natural Disaster
8	Epidemic	Internal Disorder	Mob Violence
9	Drought	Drought	Drought
10	Evil Omens	Evil Omens	Evil Omens
11	Storm at Sea	Epidemic	Internal Disorder
12	Manpower Shortage	Manpower Shortage	Barbarian Raids
13	Allied Enthusiasm	Barbarian Raids	Manpower Shortage
14	New Alliance	Allied Enthusiasm	Trial of Verres
15	Rhodian Alliance	New Alliance	Allied Enthusiasm
16	Enemy Ally Deserts	Enemy Ally Deserts	Enemy Ally Deserts
17	Enemy Leader Dies	Trial of Verres	Enemy Leader Dies
18	Trial of Verres	Rhodian Alliance	New Alliance

COMBAT RESULTS TABLE

Modified 3d6*	Result	Losses
≤ 3	Defeat	All
4	Defeat	4 Legions and 4 Fleets
5	Defeat	3 Legions and 3 Fleets
6	Defeat	2 Legions and 2 Fleets
7	Defeat	1 Legion and 1 Fleet
8	Stalemate	5 Legions and 5 Fleets
9	Stalemate	4 Legions and 4 Fleets
10	Stalemate	3 Legions and 3 Fleets
11	Stalemate	2 Legions and 2 Fleets
12	Stalemate	1 Legion and 1 Fleet
13	Stalemate	No Losses
14	Victory	4 Legions and 4 Fleets
15	Victory	3 Legions and 3 Fleets
16	Victory	2 Legions and 2 Fleets
17	Victory	1 Legion and 1 Fleet
≥ 18	Victory	No Losses

* Combat Result = Strength Difference + 3d6 roll • Disaster: Half of all Legions and Fleets (round up)
Standoff: Quarter of all Legions and Fleets (round up) • Defeat/Disaster: Increase Unrest Level

INFLUENCE / POPULARITY
GAINS / LOSSES SUMMARY

GAINING OFFICE	INFLUENCE	NOTES
Dictator	+7	Eligible: 3 Wars or 1 ≥ 20 Strength
Consul	+5	Cannot repeat; Elected in pairs
Censor	+5	May repeat
Pontifex Maximus	+5	Office held for life
Master of Horse	+3	Appointed by Dictator
Priest	+1	Minor Office; Appointed by Pontifex
LOSING OFFICE		
Pontifex Maximus	-5	Requires: 2/3 Vote or two Evil Omens
Priest	-1	Removed/Reassigned by Pontifex
OTHER CAUSES		
Minor Conviction	-5	-5 Pop; Loss of Prior Consul, Concessions
Successful Prosecutor	+½ Lost by defendant	Successful Prosecution, Prior Consul?
Faction Leader of Caught Assassin	-5	Faces Special Major Prosecution
Develop Province	+3	Flips Province to Developed
Unanimous Proposal Rejection	-1	May be avoided by stepping down as Presiding Magistrate
Contributions Treasury	+1, +3 or +7	See Contributions in State Treasury
Military Victory	+½ War Strength	Same Popularity gain
Combat Losses	0	-1 Popularity/2 Legions lost
ADVOCATES ADVANCED RULES		
Successful Advocate	+3	Unsuccessful Prosecution
Failed Advocate	-3	Successful Prosecution
Failed Prosecutor	-3	Unsuccessful Prosecution

POPULATION TABLE

STATE OF THE REPUBLIC		
UNREST	Modified 3d6*	Result
8	9	≥ 18
6	7	17
4	5	16
2	3	15
0	1	14
		13
		12
		11
		10
		9
		8
		7
		6
		5
		4
		3
		2
		1
		0
		< 0

UNREST LEVEL ADJUSTMENTS

- 1 Victory (Combat Phase)
- +2 Defeat (Combat Phase)
- +1 Disaster (Combat Phase)
- +1 Drought (Population Phase)
- +1 Unprosecuted War (Population Phase)

*3d6 - Unrest Level + HRAO Popularity
MS = Manpower Shortage
NR = No Recruitment this year
Mob = Senate Attacked; Draw six Mortality Chits.



THE REPUBLIC OF ROME



FORCE POOL



ACTIVE FORCES

LEGION	FLEET	VETERAN
LEGION	FLEET	ALLEGIANCE
		Early: 5-6
		Middle: 4-6
		Late: 3-6
		drm: 1 Talent each

POPULAR APPEAL TABLE
TRIAL TABLE

2d6 + Pop. Final Verdict*	Popular Appeal Result	Trial Result
≤ 2	Accused Killed**	-20
3	-16 Votes	-16 Votes
4	-12 Votes	-12 Votes
5	-8 Votes	-8 Votes
6	-4 Votes	-4 Votes
7	No Change	No Change
8	+4 Votes	+4 Votes
9	+8 Votes	+8 Votes
10	+12 Votes	+12 Votes
11	+16 Votes	+16 Votes
≥ 12	Accused Freed***	+20

*Trial Votes = (Advocate's Oratory - Prosecutor's Oratory + 20)
Final Verdict = (Popular Appeal Votes + Accused's Influence)
**Senate Votes + Trial Votes
***Draw Mortality Chits vs. Accused

LAND BILLS TABLE

TYPE	I	II	III
Cost (Talents)	20	5/year	10/year
Popularity			
Sponsor	+2	+2	+4
Cosponsor	+1	+1	+2
Voting Against	-1	-1	-2
Unrest Level	-1	-2	-3
Repeat: Popularity			
Sponsor	-2	-2	-4
Voting For	-1	-1	-2
Unrest Level	+1	+2	+3

GAMES TABLE

TYPE	SLICE AND DICE	BLOOD FEST	GLADIATOR GALA
Cost	7	13	18
Popularity	+1	+2	+3
Unrest Level	-1	-2	-3

ASSASSINATION TABLE

Modified 1d6	Result
≥ 5	Killed
3 - 4	No effect
≤ 2	Caught

VOTING SUMMARY

Presiding Magistrate Determines Order

Votes	+ Oratory Rating
	+ Number of Knights
	+ 1 Talent Bribe from Personal Treasury
Battle Votes	+1 Priest
	+2 Pontifex Maximus
Consul For Life	+ Nominee's Influence
Prosecution	+ Defendants Influence

LAWS

Played Law cards are displayed here. Laws may be played anytime during the Senate Phase. They need not be passed by vote or proposed by Presiding Magistrate unless using the Passing Laws Advanced Rule.

CURIA

ENEMY LEADERS



Without Matching War in Play

End of Forum Phase:
Aging 1d6: 5 or 6 Discards

REPOPULATING ROME



If < 8 Senators in Rome:
Player with fewest Senators draws one from top of Curia.
Ties broken by least influence in Rome.

End of Forum Phase:
Recovery on a 5 or 6 on a 1d6

DESTROYED CONCESSIONS



End of Forum Phase:
Recovery on a 5 or 6 on a 1d6
Return to Forum for Reassignment

STATE REVENUE



CONTRIBUTIONS

- 10T +1 Influence
- 25T +3 Influence
- 50T +7 Influence

CURRENT FUNDS

- Active Wars: -20T Each
- Maintenance: 2T Each
- Legion or Fleet

LANDBILLS

Paid in Revenue Phase

I	II	II
1 Year	Perennial	
20T.	5T. per Year	
III	III	III
Perennial		
10T. per Year		

	90	9
	80	8
	70	7
	60	6
500	50	5
400	40	4
300	30	3
200	20	2
100	10	1
000	00	0