

Senators at Start: 3E, 4M, 5L
All Other Areas: Player Choice

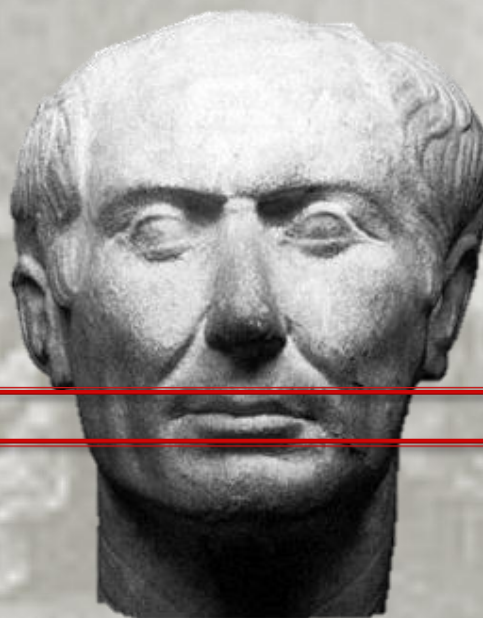
**Faction
Dominance**

PLAYER FACTION #1

Faction: 2nd Most Influence
Faction Leader: Most
Influence

Total Votes

Faction Treasury



Gaius Julius Caesar (110~44 BC)

Senators at Start: 3E, 4M, 5L
All Other Areas: Player Choice

**Faction
Dominance**

PLAYER FACTION #2

Faction: Highest Total Oratory
Faction Leader: Highest
Oratory Rating

Total Votes

Faction Treasury



*Publius Cornelius Scipio
'Africanus' (236~183 BC)*



Senators at Start: 3E, 4M, 5L
Revenue: Senators share equally;
rem. to Faction Treasury
Knights: 2 Talents
Initiative: Game Turn # +1d.6 +2
Charity: Games

**Faction
Dominance**



PLUTOCRATS

Faction: Most Influence
Faction Leader: Most Influence
~ Temporary Rome Consul

Total Votes



Faction Treasury



Lucius Cornelius Sulla (138~78 BC)

Senators at Start: 3E, 4M, 5L
Revenue: 50% (round down) to Faction Treasury; rem. to Faction Leader
Knights: 0 Talents
Initiative: Game Turn # +1d.6 -1
Charity: Treasury

Faction Dominance



CONSERVATIVES

Faction: Least Influence
Faction Leader: Most Influence

Total Votes



Faction Treasury



Marcus Licinius Crassus (115~53 BC)

Senators at Start: 3E, 4M, 5L

Revenue: 1 Talent to each senator &
Faction Treasury; rem. to Faction Leader

Knights: 1 Talent

Initiative: Game Turn +1d.6 +1

Charity: Games

**Faction
Dominance**



POPULISTS

Faction: Remaining Faction
Faction Leader: Most Influence
+ Popularity

Total Votes



Faction Treasury



Gaius Marius (157~86 BC)



Senators at Start: 3E, 4M, 5L
Revenue: 1d.6 to Treasury; rem.
to Faction Leader
Knights: 1 Talent
Initiative: Game Turn # +1d.6
Charity: Treasury/Games

**Faction
Dominance**



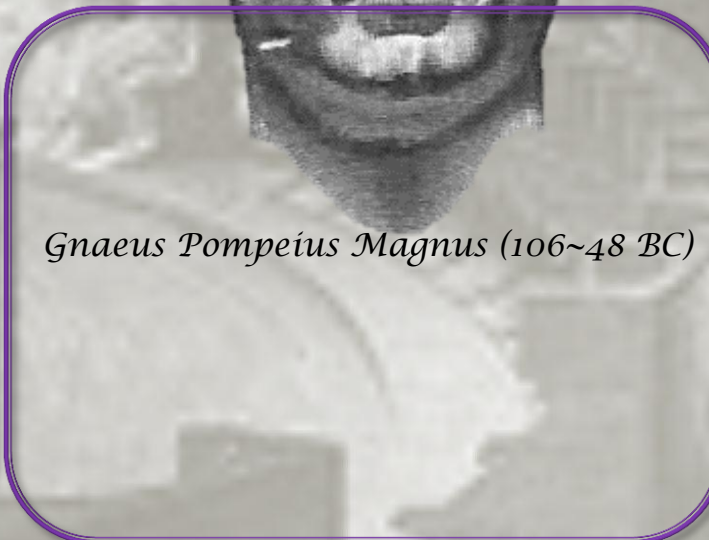
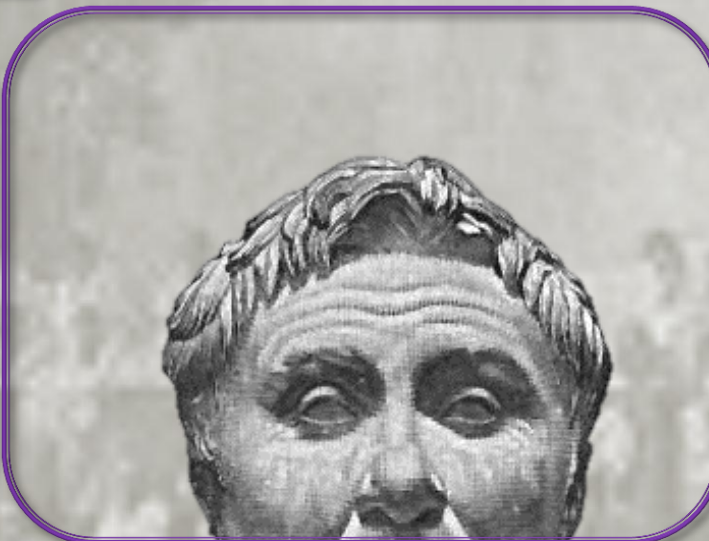
IMPERIALISTS

Faction: Highest Military Rating
Faction Leader: Highest
Military Rating

Total Votes



Faction Treasury



Gnaeus Pompeius Magnus (106~48 BC)

