

## MORTALITY PHASE (1.05)

<b>Imminent Wars</b>	Move 1 War of every set of Matched Wars from Imminent to Active, following order.
<b>Mortality</b>	Draw 1 Mortality Chit for natural deaths.

## REVENUE PHASE (1.06)

<b>Personal Revenues</b>	+3 T for every Faction Leader (unless Rebel or Captive). +1 T for every aligned Senator (unless Rebel or Captive). +1 T for every Knight. +various T for Concessions (show Corrupt bar). <b>+1d6 T for Pontifex Maximus.</b> Each non-Rebel Governor can take Provincial Spoils. If so, he gets a Corrupt Marker.
<b>Rebel Maintenance</b>	Rebels pay 2T x Legion (except Veteran Legions loyal to a Rebel) from their Personal or Faction Treasuries, including the Personal Treasuries of Secondary Rebels.
<b>Redistribution</b>	Talents can be distributed between Senators and/or Faction Treasuries, except not between Rebel Senators and Faction Treasuries or non-rebel Senators, or if Captive.
<b>Province Development</b>	Success if a 6 on 1d6 (5-6 if Governor has no Corrupt Marker). +3 INF when it develops, and Province is turned to the green side (evolved). Rebel Governors may not roll.
<b>State Revenues</b>	+100 T to Rome. +various T for Provincial State Incomes (only if positive and has a non-rebel Governor)
<b>Contributions</b>	Every non-rebel senator can donate Talents to State Treasury once, gaining INF. 10 T gives +1 INF      25 T gives +3 INF      50+ T gives +7 INF
<b>Debits</b>	-2 T for every Legion/Fleet. HRAO may eliminate Legions released by Rebel. -20 T For every Active War (including Unprosecuted and Civil Wars). -various T for active Land Bills (Remove Land Bill I in this phase). -various T for negative Provincial State Income or negative Provincial Spoils.
<b>Governors</b>	Reduce each non-rebel Term Dial by 1. If it goes to 0, Governor returns to Rome and Province goes in the Forum. Governors keep their Corrupt Marker/bar if they have one.

## FORUM PHASE (1.07)

<b>Time Passage</b>	Remove Event Cards in the Forum, unless card states otherwise.
<b>Initiative (x6)</b>	Players (starting with HRAO) make one Initiative each, in which they must roll 2d6: If roll ≠ 7, draw a card. If red, the card must be kept (hidden), if black it must be played. If roll = 7, roll 3d6 on Event Table, draw the relevant Event Card and resolve it. After that, the current Player does the following steps, numbered 1-4, in sequence.
<b>1. Persuasion</b>  Persuader and Target Senator must be in Rome	One Senator can attempt a single Persuasion roll on a Target Senator. Persuader's ORA + INF + bribe from persuader's Personal Treasury – target's LOY – Talents from target's PT – 7 (if target is aligned) – counter-bribes from Faction Treasuries = Base Number. If 2d6 ≤ Base Number (and not 10+ or 9+), Persuasion is successful and Target Senator goes to the Faction that attempted Persuasion, with all money spent by everyone on it. If 2d6 > Base Number, or 10+ (9+ after Era Ends card), Persuasion fails and Target Senator remains where he is, with all money spent by everyone on it.
<b>2. Knight</b>	1 Senator in Rome can attract 1 Knight, rolling ≥ 6 on 1d6. Each T spent from Personal Treasury is +1 to roll. Or, Knights can be pressured. Each discarded knight gives 1d6 T.
<b>3. Sponsoring Games</b>	One Senator can sponsor Games. He spends Talents, gains POP and lowers Unrest. 7 T: +1 POP and –1 Unrest    13 T: +2 POP and –2 Unrest    18 T: +3 POP and –3 Unrest
<b>4. Faction Ldr</b>	Faction Leader can be changed. New Faction Leader can be outside Rome.
<b>Bid on Initiatives</b>	If fewer than 6 factions, bid for every Initiative exceeding the number of factions. Bid from single Personal Treasury, must be in Rome, once around starting with HRAO. Min bid =1.
<b>Putting Rome in Order</b>	All Senators holding Major Offices (including Proconsul & Pontifex) get a Major Marker. 2nd Punic War/Hannibal/Gladiator Slave Revolt/Spartacus ⇒ roll to destroy Tax Farmer. HRAO rolls 1d6 for every Senator, Concession or Enemy Leader in the Curia (including just destroyed). With 5-6 it's back in the game (or, if Enemy Leader, it dies of old age).

## POPULATION PHASE (1.08)

<b>Unrest Level</b>	+1 for every Drought Effect and Unprosecuted War (including a Civil War).
<b>State of the Republic</b>	3d6 + HRAO's POP – Unrest Level. Check result on Population Table.

## SENATE PHASE (1.09)

<b>SEQUENCE</b>	To be elected or appointed, Senators must be in Rome and (except Governors) aligned.
<b>Anytime in Senate Phase</b> Optional Not Proposals	If aligned Senators in Rome < 8, see Repopulating Rome. Use Forum if Curia is empty. Institution of a Law (does not require a Senator in Rome). Minor motions (are proposals) Assassination attempts (both in Rome, max 1 attempt and target per Faction per Turn). <b>Pontifex may assign/reassign a Priesthood (+1/-1 INF) to one other Senator in Rome.</b>
<b>Consuls</b>	Elect Consuls (cannot be Consul/Dictator). Prior/Dictator get "Prior Consul" Markers.
<b>After Consuls</b> Opt. Proposal	Elect Consul for Life, Censor not Presiding, propose max once per Turn, no veto, must have ≥ 21 INF and may add INF to his vote, appoint at 35 INF (any phase, but in Rome).
<b>Pontifex</b>	<b>Elect Pontifex Maximus. Pontifex may veto proposals without Tribune once per Turn.</b>
<b>Dictator</b> Optional	Appoint (Consuls decide) or elect (HRAO decides) Dictator (only if 3 Active Wars or one with Strength ≥ 20, including Civil, no office except Censor). Dictator appoints Master of Horse from Senators with no office except Censor. His proposals cannot be vetoed.
<b>Censor</b>	Elect Censor (must have "Prior Consul" Marker and no office except Censor).
<b>Prosecutions</b> Optional Max 1 Major or 2 Minor  Votes are "Guilty" (-) or "Not Guilty" (+)	Accused must be in Rome. Appoint consenting Prosecutor. Accused may roll Popular Appeal when called on to vote. Result - 11 = Mortality Chits vs. Censor & Prosecutor. Guilty votes > (Not Guilty votes + Accused's INF + Popular Appeal Votes) ⇒ Guilty. Guilty Minor: Lose 5 POP, 5 INF (to min of 0), Prior Consul Marker, Concessions. Guilty Major: Killed (loses all INF / POP / Knights, markers ≠ FL, Concessions, 1.05.3/4). Not Guilty: Accused cannot be prosecuted again in the same Turn for the same reason. Prosecutor gets ½ INF lost by Accused, rounded up, and Prior Consul Marker if lost. Remove Corrupt / Major Markers from Senators in Rome and hide all Concession bars.
<b>Governors</b>	Elect / Recall Governors (no office, consent on 1 <sup>st</sup> turn back). Leave Rome, dial set to 3.
<b>After Governors</b> Optional Proposals  Underlined Provinces are Frontier (need Garrisons)	Assign Concessions (in Rome, propose each max once per Turn, Land Comm./Bill). Pass Land Bills (propose max one of each type per Turn, cannot abstain, POP + Unrest per the Land Bills Table, "safe" assassination if both sponsors from same Faction). Repeal Land Bills (max 1 per Turn, not Type I, cannot abstain, sponsor needs 3/6 POP). <b>Remove Pontifex (requires 2/3 majority of votes cast). Pontifex loses 5 INF (to min 0).</b> Recruit @10 T each or Eliminate Legions/Fleets in Active Forces. Use Concessions. Deploy / Recall Legions / Fleets and Consuls / Dictator to Wars ( <b>Priest vote +1, Pontifex not-bought votes double</b> ) and Garrisons. Fleet Support and consent if < enemy strength. Attack active Matching Wars in sequence or same Turn. Cannot change new Forces.

When Senate closes, Commanders w/o Legions/Fleets/Support & forces w/o Commander return to Rome.

## COMBAT PHASE (1.10)

<b>Fighting Wars</b> If Dictator = Proconsul MH goes to Rome	3d6 on the CRT for each attack. Naval Victory before land, Fleet Support, Unrest, Proconsuls, new Provinces, POP + INF gain ½ enemy Strength (round up), Spoils of War, new Veterans, 1 POP loss per full 2 Legions, Commander Death / Capture.
<b>Unprosecuted Wars</b>	Active ⇒ Unprosecuted if not attacked or no Legion/Fleet/Nav Victory/ <u>Fleet Support</u>

## REVOLUTION PHASE (1.11)

<b>Intrigue</b>	Players can trade red cards (only in this phase), then play Statesmen and Concessions.
<b>Discard</b>	Every Player with more than 5 held red cards selects and discards his or her excess cards.
<b>Declaration of Civil War</b>  Commander sent to fight with only Fleets (no Legions) cannot rebel	Victorious Commanders, clockwise starting from HRAO (as if all are in Rome) may declare intent to rebel after checking Loyalty of Legions. If more than one Commander declares intent to rebel, the one with strongest Force rebels. Max 1 Faction in revolt at a time. After Primary Rebel is determined, each Senator in his Faction declares loyalty to Rome or to the Revolt. Veteran Legions (anywhere) owned by Rebel Senators join the Primary Rebel. To check Loyalty of Legions (only Commander's Veterans are automatically loyal) roll 1d6 per Legion. Commander can spend max 1 T per roll from his (or his consenting Master of Horse's) <u>Personal Treasury</u> to add +1. Loyal on 5+ in Early Republic, 4+ in Middle Republic, and 3+ in Late Republic. Non-loyal Legions and all Fleets return to Active Forces boxes. Rebel Senators lose Concessions, Knights, Offices ( <b>Priesthoods and</b> Proconsul but not Governorships), and Income and leave Rome. Victorious Forces not with the Primary Rebel go to Active Forces. Veterans loyal to Secondary Rebels join the Primary Rebel's Army.

# VICTORY CONDITIONS

*Each Losing Condition takes precedence over all Winning Conditions.*

**LOSING CONDITIONS:** The Game ends in defeat for all players when one of the following *Losing Conditions* occurs:

1. There are **4 or more Active Wars** at the end of any Combat Phase. A Civil War is an Active War unless the Primary Rebel has met one of his Winning Conditions.
2. A result of “**People Revolt**” is obtained during a Population Phase with no Senator in Revolt.
3. The **State Treasury goes Bankrupt** (i.e. the State is unable to pay for something when required) with no Senator in Revolt.

**WINNING CONDITIONS:** The Game ends with a win for a player controlling Senator(s) that fulfil any of the following *Winning Conditions*, listed in order from highest to lowest precedence:

1. A **Senator in Revolt**, while Marching on Rome, **defeats the Senate in battle without dying in that battle**, or the Senate fails to attack his Army in a Combat Phase. Proceed to the Rebel End Game.
2. The **State Treasury goes Bankrupt** or the **People Revolt while a Senator is in Revolt**. Proceed to the Rebel End Game.
3. A **Forum Phase** ends in which the **Era Ends card** was revealed. If a Consul for Life is alive at the end of such a Forum Phase, he wins (even if he is held Captive). If there is no Consul for Life at the end of such a Forum Phase, the Faction with **the most combined Influence from non-Rebel, non-Captive Senators** wins. If combined Faction Influence is tied, break the tie in favor of the non-Rebel, non-Captive Senator with the highest individual Influence in the tied Factions. If still tied, the tied player with the highest current total of votes (not counting Talents) wins.

4. A Senator is elected or appointed **Consul for Life** and **survives to the end of a Revolution Phase** (and is still Consul for Life then). A Consul for Life may win while held Captive.

**REBEL END GAME:** If there are **fewer than 4 Active Wars** immediately after a Rebel achieves either of his Winning Conditions, **he wins**. If instead there are **4 or more Active Wars**, **skip directly to the Combat Phase** (if not already in that Phase). **All surviving Legions except Garrisons return to the Active Forces boxes**. The Primary Rebel then takes all Legions in the Active Forces boxes and all remaining non-Provincial Fleets (wherever they are) as his Army. **He then attacks Active Wars one at a time**, in the order of his choosing. He must have **sufficient Fleet Support and gain a Victory and avoid being killed in each previous battle** in order to attack each War.

If the Rebel is **unable to reduce the number of Active Wars to fewer than 4**, **all players lose**. If he reduces the number of Active Wars to **fewer than 4**, **he wins**, even if he dies in the last necessary battle. [EXCEPTION: If the Rebel gains a Victory but dies in the last battle necessary to reduce the Active Wars to fewer than 4, and his Winning Condition was #1, the Rebel does **not** win. In that case, if a Consul for Life is alive, he wins, or if there is no Consul for Life, the Revolt fails and the game continues.]