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 Legio <mark>n and 1 Fleet</mark>
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
The Part of the Pa	World I	Spanish and the second

Combat Result = Strength Difference + 3d6 roll • Disaster: Half of all Legions and Fleets (round up) ndoff: 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; Apppointed 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	COM VENE			
Caught Assassin	-5	Faces Special Major Prosecution		
Develop Province	+3	Flips Province to Developed		
Unanimous Proposal		May be avoided by stepping down		
Rejection	-1	as Presiding Magistrate		
Contributions Treasury	+1, +3 or +7	See Contributions in State Treasury		
Military Victory	+1/2 War Strength	Same Popularity gain		
Combat Losses	0	-1 Popularity/2 Legions lost		
ADVOCATES ADVANCED RULES				

POPULATION TABLE

Successful Advocate

Failed Advocate

Failed Prosecutor

(Population Phase)

Unsuccessful Prosecution

Unsuccessful Prosecution

Successful Prosecution

1	FRAAA	il a	STATE OF THE REPUBLIC		
	UNREST Mo		Modified	3d6* Result	
			≥18	8 -3 from Unrest Level	
11	8	9	17	-2 from Unrest Level	
	O		16	-1 from Unrest Level	
			15	No Change	
	6	7	14	No Change	
			13	No Change	
A STATE OF THE STA			12	No Change	
	4	5	11	No Change	
			10	+1 to Unrest Level	
			9	+2 to Unrest Level	
		3	8	+3 to Unrest Level	
	2		7	+3 to Unrest Level, MS	
			6	+4 to Unrest Level	
	0	1	5	+4 to Unrest Level, MS	
			4	+5 to Unrest Level	
			3	+5 to Unrest Level, MS	
UNREST LEVEL		2	+5 to Unrest Level, NR		
		1	+5 to Unrest Level, NR, Mob		
ADJUSTMENTS		0	+6 to Unrest Level, NR, Mob		
-1 Victory (Combat Phase)			People Revolt; all players lose		
+2 Defeat (Combat Phase)				3d6 - Unrest Level + HRAO Popularity	
+1 Disaster (Combat Phase)			use)	1737 m 4 m m m m m m m m m m m m m m m m m	
+1 Unprosecuted War					
UNREST LEV: ADJUSTMEN -1 Victory (Combat +2 Defeat (Combat +1 Disaster (Comba +1 Drought (Populat +1 Unprosecuted W		T LEVEL TMENTS Combat Pha Combat Pha (Combat Ph	7 6 5 4 3 2 1 0 ase) *(See) asse) *(See) Asse) *(See) Asse) Marker (See)	+3 to Unrest Level, MS +4 to Unrest Level +4 to Unrest Level, MS +5 to Unrest Level +5 to Unrest Level, MS +5 to Unrest Level, NR +5 to Unrest Level, NR +6 to Unrest Level, NR, Mob	

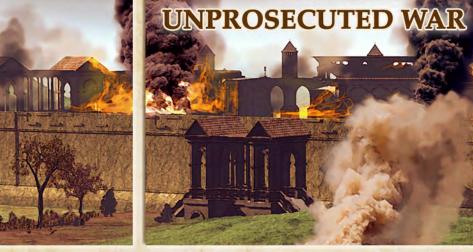
Mob = Senate Attacked; Draw six Mortality Chits.



·THE REPUBLIC OF ROME·



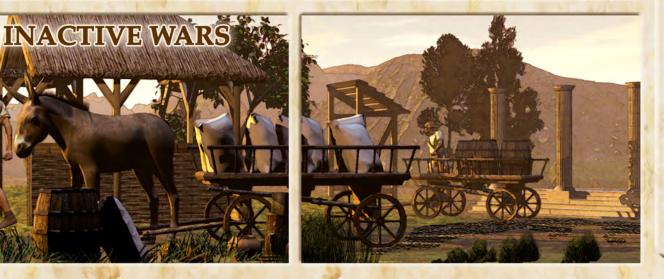




IMMINENT WARS







·CURIA·



ENEMY **LEADERS**

Without Matching War End of Forum Phase: Aging 1d6: 5 or 6 Discards





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

FORCE POOL





ACTIVE FORCES



FLEET

Final Verdict = (Popular Appeal Votes + Accused's Influence * * *Draw Mortality Chit(s) vs. Censor/Prosecuto

POPULAR APPEAL TABLE

TRIAL TABLE

-16 Votes -12 Votes

-8 Votes

-4 Votes

No Change +4 Votes

+12 Votes

Accused Freed***

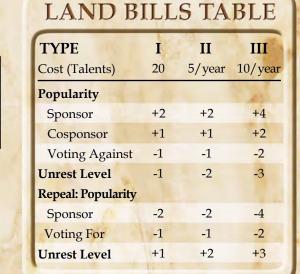
-12 Votes

-8 Votes

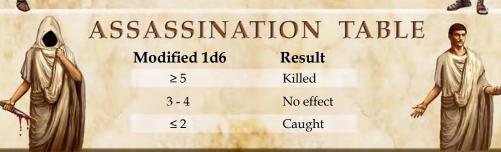
-4 Votes No Change

+4 Votes

+12 Votes







VOTING SUMMARY

Presiding Magistrate Determines Order

+ Oratory Rating + Number of Knights + 1 Talent Bribe from Personal Treasury Battle Votes +1 Priest x2 Pontifex

Maximus Consul For Life + Nominee's Influence Prosecution + Defendants

Influence

90

80

70

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



CONTRIBUTIONS 10T +1 Influence 25T +3 Influence +7 Influence **CURRENT FUNDS** Active Wars: -20T Each

Legion or Fleet LANDBILLS
Paid in Revenue Phase 1 Year Perennial 20T. 5T. per Year III Perennial

1-1-3	60	6
500	50	5
400	40	4
300	30	3
200	20	2
100	10	1
000	00	0

STATE REVENUE



Maintenance: 2T Each

10T. per Year