MORTALITY PHASE (1.05)

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

REVENUE PHASE (1.06)

Rebels	Rebels pay 2T x Legion (except Veteran Legions loyal to them) from their Personal or Faction Treasuries, including the Personal Treasuries of Secondary Rebels.
Personal Revenues	+3 T for every Faction Leader (unless Rebel or captured). +1 T for every aligned Senator (unless Rebel or captured). +1 T for every Knight. +various T for Concessions (show Corrupt bar). +1d6 T for Pontifex Maximus. Each non-Rebel Governor can take Provincial Spoils. If so, he gets a Corrupt Marker.
Redistribution	Talents can be distributed between Senators and/or Faction Treasury. Talents cannot be distributed to Rebel Senators. Talents can be given to other Factions only now.
Province Development	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.
State Revenues	+100 T to Rome. +various T for Provincial State Incomes (only if positive and has a Governor)
Contributions	Every non-Rebel senator can donate Talents to State Treasury, gaining INF.

10 T gives +1 INF	25 T gives +3 INF	50+ T gives +7 INF

Debits	–2 T for every Legion/Fleet. HRAO may disband Legions released by Rebel. –20 T For every Active (including Unprosecuted) War. –various T for active Land Bills (Remove Land Bill I in this phase). –various T for negative Provincial State Income or negative Provincial Spoils.
Governors	Reduce each Province 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)

Time Passage	Remove Event Cards in the Forum, unless card states otherwise.
Initiative (x6)	Players (starting from HRAO) make one Initiative each, in which they must roll 2d6: If roll ≠ 7, draw a card. If red, the card must be kept, 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.
1. Persuasion	One Senator can attempt a single Persuasion roll on a Target Senator. (ORA + INF + bribe from Personal Treasury) of the persuader – (LOY + Talents from PT + 7 if aligned) of the target – counter-bribes from Faction Treasuries of other Players = Target Number.
	If 2d6 ≤ Target Number, Persuasion is successful and Target Senator goes to the Faction that attempted Persuasion, with all money used by everyone on it.
	If 2d6 > Target Number, or 10+ (9+ after Era Ends card), Persuasion fails and Target Senator remains where he is, with all money used by everyone on it.
2. Knight	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.
3. Faction Ldr	Faction Leader can be changed. New Faction Leader can be outside Rome.
4. Sponsoring Games	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

Bid on Initiatives	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.
Putting Rome in Order	All Senators holding Major Offices (including Proconsul, Pontifex) get a Major Marker.
	With 2nd Punic War or Gladiator Slave Revolt, HRAO rolls 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)

Unrest Level	+1 for every Drought Effect and Unprosecuted War.
State of the Republic	3d6 + HRAO's POP – Unrest Level. Check result on Population Table.

SENATE PHASE (1.09)

SEQUENCE	To be elected or appointed, Senators must be in Rome and (except Governors) aligned.
Consuls	Elect Consuls (not Consul/Dictator). Prior/Dictator get "Prior Consul" Markers.
Pontifex	Elect Pontifex Maximus. Pontifex may veto proposals without Tribune once per Turn.
Dictator Optional	Appoint (Consuls decide) or elect (HRAO decides) Dictator (only with 3 Active Wars or one with Strength ≥ 20, no office except Censor). Dictator appoints Master of Horse from Senators with no office except Censor. Dictator's proposals cannot be vetoed.
Censor	Elect Censor (must have "Prior Consul" Marker and no office except Censor).
Prosecutions 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) > 0 ⇒ Guilty.
	Guilty Minor: Lose 5 POP, 5 INF (to min of 0), Prior Consul Marker, Concessions. Guilty Major: Killed (loses all INF, etc.).
	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 Concession bars.
Governors	Elect / Recall Governors (no office, consent on 1st turn back). Leave Rome, dial set to 3.
After Governors 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 and Unrest per the Land Bills Table, "safe" assassination if both sponsors from 1 Faction).
	Repeal Land Bills (max 1 per Turn, not Type I, cannot abstain, sponsor needs 3/6 POP).
	Remove Pontifex (requires 2/3 majority). Ex-Pontifex loses 5 INF (to min of 0).
	Recruit @10 T each or Disband Legions/Fleets in Rome. Must use Concessions.
	Deploy / Recall Legions/Fleets and Consuls/Dictator to Wars (Priest vote +1, Pontifex not-bought votes double) and Garrisons. Fleet Support and consent if < enemy strength. Attack active Matching Wars in sequence or same Turn. Cannot change new Forces.
After Consuls Opt. Proposal	Elect Consul for Life. Censor not Presiding, propose max once per Turn, no veto, nominee must ≥ 21 INF and may add INF to his vote, appoint at 35 INF (any phase).
Anytime in Senate Phase Optional Not Proposals	If aligned Senators in Rome < 8, see Repopulating Rome. Use Forum if Curia empty.
	Institution of a Law (does not require a Senator in Rome). Also minor motions.
	Assassination attempts (both in Rome, max 1 attempt and target per Faction per Turn).
	Pontifex may assign/reassign a Priesthood (+1/-1 INF) to one other Senator in Rome.

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

COMBAT PHASE (1.10)

Fighting Wars	3d6 for every War on the CRT. 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.
Unprosecuted Wars	Active > Unprosecuted if not attacked or no Legion/Fleet/Nav Victory/Fleet Support

REVOLUTION PHASE (1.11)

Intrigue	Players can trade (only in this phase), play, or discard red cards held in their hands.
Discard	Every Player with more than 5 held red cards discards their excess cards.
Declaration of Civil War 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 Commander in revolt at a time. After Primary Rebel is determined, each Senator in his Faction declares loyalty to Rome or 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) Personal Treasury 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 Italy (Active Forces box).
	Rebel Senators lose Concessions, Knights, Offices (including Proconsul), and Income (not Provinces) and leave Rome. Victorious Forces except with the Primary Rebel return to Italy.
End of Turn	Check for Victory Conditions and then start a new Turn.