

## 1 CORE RULES

### 1.01 INTRODUCTION

REPUBLIC OF ROME is a game that captures 250 years of political history during the Roman Republic, from its appearance on the world stage around the time of the 1st Punic War (264 BC) through its eventual collapse into civil war with the assassination of Julius Caesar in 44 BC. Players control factions composed of the leading Senatorial families who compete for state offices, military commands, economic concessions and new adherents. Each player is attempting to become the dominant political force in Rome. However, the Senate must also attend to the affairs of state in a hostile world, necessitating a certain amount of cooperation in the prosecution of wars and the maintenance of public contentment.

Failure to do so, especially at the outset when Rome is most vulnerable, may result in the collapse of the Republic. Therefore, the players must not only out maneuver one another, but also defeat the game itself, which constitutes an ever-present opponent scheming to divide and defeat them all. Players are advised to keep the threat of the downfall of the Republic foremost in mind and stand ready to cooperate for the good of the state. Otherwise, the most likely winner will be the game, and all players will be put to the sword!

**WINNING:** There are multiple ways to win REPUBLIC OF ROME. One common way is for the Senators in your Faction to accumulate the most combined Influence by the end of the game. However, if a single Senator can accumulate enough Influence to be elected or appointed Consul for Life, this will usually result in a victory for his Faction. The most difficult and most dramatic way to win is to gain the allegiance of the formidable Roman Legions, Revolt against the State and attempt to take the Senate by force! For more details on Winning Conditions see 1.12.2.

**LOSING:** Be ever watchful as Rome can fall in a myriad of ways! If the State goes Bankrupt, all players lose. If the citizens of Rome ever Revolt due to the poor stewardship of the Senate, all the players lose. Finally, if, at the end of any Combat Phase, Rome is beset by four Active Wars, the Republic will collapse under the strain and Rome will be no more! For more details on the Losing Conditions see 1.12.1.

### 1.03 SEQUENCE OF PLAY

Each turn is modeled on the political year of the Roman Republic wherein lackluster “years” are skipped to keep the action constant. Each turn is composed of seven Phases.

- I. MORTALITY PHASE (1.05)
- II. REVENUE PHASE (1.06)
- III. FORUM PHASE (1.07)
- IV. POPULATION PHASE (1.08)
- V. SENATE PHASE (1.09)
- VI. COMBAT PHASE (1.10)
- VII. REVOLUTION PHASE (1.11)

### 1.04 GAME TERMS & CONCEPTS

Blue Text: Text in blue signifies that the listed rule applies only to an Advanced Rule. Advanced Rules are optional rules that can be incorporated into the Basic Game.

1.04.1 GAME TERMS: The following terms are used throughout the rules and players should be familiar with them. The index in the back (Section VII) contains additional game term definitions.

- Faction Card: Any card with red text.
- Forum Card: Any card with black text.
- Talent (T): A denomination of Roman currency.
- HRAO: Highest Ranking Available Official (1.09.11). The Senator holding the highest ranking Major Office in Rome.
- Bank: All the chits and markers that are not in play.
- Faction: A group of Senators belonging to a player.
- Aligned: A Senator belonging to a Faction.
- drm (die roll modifier): Modifier applied to any die or dice roll.
- 1d6, 2d6, 3d6: A roll of 1, 2 or 3 six-sided dice.

Personal Treasury: Talents on a Senator card.

Faction Treasury: Talents in the Faction Treasury Box

1.04.2 FACTIONS: Each player will control a Faction of Senators, which they will display before them. These Senators have different attributes that increase a Faction's voting power and Influence. The black-text Senators represent Families, while the red-text Senators represent specific Statesmen of the era. Statesmen are treated like Senators but usually have better attributes and a special power.

Statesmen are either played by themselves or on top of a matching black Family card. As the Game progresses Senators will gain various markers, Concessions, military commands, and political offices, all with the goal of increasing their Influence (which can almost be considered victory points). Each Faction will usually have a Faction Leader, indicated by the yellow Faction Leader marker.

1.04.3 PUBLIC AGREEMENTS: During the course of the Game players will conduct negotiations and make deals. Deals made publicly, for all players to hear, are considered binding and must be honored. If one party to the deal is unable to fulfill his or her side of the bargain when required, the wronged party can rescind those aspects of the deal that are still being held (and are therefore retrievable). However, a player may not back out of a Public Agreement simply because it is inconvenient. Virtually anything that does not circumvent the rules can be agreed to in such a deal. However deals involving the distribution of the Rome and Field Consul offices amongst the two candidates are never enforceable, nor is any deal involving an Assassination attempt, or agreements to Revolt or to remain loyal to Rome. If there is disagreement as to the terms of a Public Agreement, the other players must honestly and impartially arbitrate the disagreement, by majority vote if needed.

1.04.4 PRIVATE AGREEMENTS: Players who discuss their deals in private have no recourse when a deal partner fails to honor the terms of any agreement. Caveat emptor.

1.04.5 TRADING CARDS: During the course of the Game players will hold secret cards that will make up their hand. Players may trade and/or give away their held Faction cards only during the

Revolution Phase (1.11.1). Players may show their cards and agree to the terms of trade (including binding Public Agreements), but they may not exchange cards until the next Revolution Phase.

1.04.6 TRANSFERRING TALENTS: Players may give Talents to each other only during the Redistribution step (1.06.3) of the Revenue Phase. Players may make deals for votes, buy Faction cards, and even agree to the terms of a binding Public Agreement (1.04.3), but they may not actually transfer any Talents until the next Revenue Phase.

1.04.7 VOTE TALLY: Each player should always readjust his Vote Tally dial as soon as he gains or loses votes for any reason.

1.04.8 RESOLVING TIES & TURN ORDER: Ties of any nature not resolved by stated secondary considerations are always broken in favor of the highest roller on 2d6. Disputes about what order players should resolve actions not resolved by stated secondary considerations are always broken by the HRAO going first and play proceeding clockwise around the board.

1.04.9 HIDDEN INFORMATION: Only Talents kept in the Faction Treasury and a player's hand of Faction cards are hidden. Unless otherwise specified everything else, including discard piles and Personal Treasuries, are always open for inspection. When a card is discarded, place it face up on the discard pile. Except during setup (3.01, 3.02, 3.03), cards in the discard pile never return to the game.

#### 1.05 MORTALITY PHASE

1.05.1 IMMINENT WAR ACTIVATION: Wars located in the Imminent Wars box in the Forum move to the Active Wars box. See Imminent Wars section (1.07.3321) for more detail.

1.05.2 MORTALITY PHASE DRAW: One Mortality Chit is drawn at random from the cup every Mortality Phase.

1.05.21 MORTALITY RESOLUTION: Whenever a Mortality Chit is drawn, the chit indicates that the Senator whose numerical ID matches that of the chit has died. If the named Senator is not in play, there is no effect. In the event you need to draw more than one chit (whether through "Draw 2" chits, combat losses, or events), these chits are laid out and not returned to the cup until the appropriate number of chits have been drawn [EXCEPTION: If a Draw 2 marker is drawn, it is immediately returned to the cup and two more markers are drawn (i.e., it does not stay out)]. It is possible (although unlikely) that a "Draw 2" marker could be redrawn several times in the same turn resulting in three or more deaths in a single turn. Once all the needed Mortality Chits have been drawn, the chits are returned to the cup.

1.05.22 GRACCHI & LICINII BROTHERS: No Senators with the same ID# can be in play at the same time, except for the Gracchi brothers (Statesmen 25A and 25B) and the Licinii (Statesmen 29A and 29B) in the later scenarios. Should the 25 or 29 Mortality Chit be drawn when both its respective Statesmen are in play, the Senator affected is determined by a random 2d6.

1.05.3 DEATH CONSEQUENCES: Regardless of the cause of death, all markers except a Faction Leader marker are removed from the afflicted Senator's card. Any Concessions attached to the Senator are placed in the Forum and, if they are Governors, their Provinces (along with any Garrison Legions they have) are placed in the Forum. If the Primary Rebel dies, the Revolt fails (1.11.372 and 1.12.3). Any Family card (black-text Senator) that does not have a Faction Leader marker is placed under all other Family cards in the "Repopulating Rome" space in the Curia [EXCEPTION: Special Major Prosecution of Assassins (1.09.74) and Statesmen pairs (1.07.312)].

1.05.31 STATESMAN CARD DEATH: A Statesman card (red-text Senator, 1.07.312) is permanently removed from play when he dies, and any Family card beneath the Statesman card suffers the normal death consequences (1.05.3). Statesmen that are Faction Leaders without a Family card are still removed from play, and the player can reappoint a new Faction Leader in the Forum Phase (1.07.7).

1.05.4 FACTION ELIMINATION: A Faction is eliminated only if it loses its last Senator as a result of trying an Assassination (1.09.74). Any cards held in the eliminated Faction's hand are discarded and the Faction Treasury is returned to the Bank. If a Faction is not eliminated, but has no Senators left, that player may either quit the Game or draw the top Senator card in the Curia that does not match a played Statesman to use as his new Faction Leader. If there is none, he must wait and take the first Senator that enters the Curia.

#### 1.06 REVENUE PHASE

1.06.1 PERSONAL REVENUE: All Senators generate Personal Revenue unless they are in Revolt (1.11.33), Captive (1.10.71), or non-Aligned [EXCEPTION: Rebel Governors if using the Rebel Governor (2.03) Advanced Rules]. The revenue includes Base Income plus funds from Concessions, Governorships and Knights. These are given as a lump sum to the player for Redistribution (1.06.3).

1.06.11 BASE INCOME: Each Faction Leader collects 3 Talents and all other Senators collect 1 Talent apiece.

1.06.12 KNIGHTS/CONCESSIONS: Each Senator collects from the Bank 1 Talent for each Knight on his card, plus he must generate revenue on each Concession (1.07.32) he controls and reveal the Concession's corrupt bar. Grain Concession bonuses may be taken for Drought even if the Senator's Popularity (1.07.31) is -9.

1.06.13 PROVINCIAL SPOILS: Each turn, each non-rebel Governor has the option to roll a die or dice to generate Talents of Provincial Spoils from his Province. A Governor need not pay a negative Provincial Spoils result, but the State must pay for unpaid negative amounts resulting from both Personal and State Income rolls during the Debits step (1.06.53) of the Revenue Phase. A Governor need not collect Provincial Spoils produced by his Province, but must make that decision before rolling to determine the amount. A Governor who attempts to collect Provincial Spoils from his Province takes a Corrupt marker (unless he already has one) and is subject to a possible Minor Prosecution until the end of the first Prosecution Phase after his return to Rome (1.09.41). If using the Provincial Wars Advanced Rule (2.02.4), ALL Provinces listed under Attacks on each Active War provide no Provincial Spoils.

1.06.2 REBEL MAINTENANCE: Rebel Forces must be maintained at a cost of 2 Talents per Legion and Fleet before the Redistribution of wealth occurs (1.06.3). See (1.11.35) for more details.

1.06.3 REDISTRIBUTION: All Personal Revenue generated, in addition to any existing Talents, may at this point be moved freely between Personal Treasuries and Faction Treasuries. The exceptions to this rule are that Rebel Senators may not transfer money in their Personal Treasury to or from either non-rebel Senators or any Faction Treasury (but to or from other Rebel Senators is ok), and Captive Senators may not give or receive money at all. Money may be transferred to or from Senators who are not in Rome. Except as noted for Rebels and Captives, players may give Talents from their Faction Treasury and the Personal Treasuries of their own Senators to other players (1.04.6), who may then redistribute the Talents as needed.

**1.06.31 FACTION TREASURY:** Talents allocated to the Faction Treasury are placed in the Faction Treasury Box in front of each player. Faction Treasuries are secret and not available for inspection by other players (1.04.9). This is the only money that may be used to defend against another Faction's Persuasion Attempt (1.07.4). Talents from the Faction Treasury may also be used to maintain Legions and Fleets in the event of a Revolt by a Senator of that Faction (1.11.35) or to Ransom a Captive Senator (1.10.71). Only money in the Faction Treasury is safe from loss due to death. Money in the Faction Treasury may be spent only for the purposes listed in this paragraph.

**1.06.4 PROVINCE DEVELOPMENT:** After collecting or declining to collect his Provincial Spoils, the Governor of each Undeveloped (yellow-bordered) Province (unless in Revolt) must roll 1d6 to see if that Province has been improved by Roman control. Rebel Governors do not roll for Province development and provinces without a Governor are not eligible to be Developed. There is a +1 drm to the Improvement roll if the Governor does not hold a Corrupt marker. If the roll is  $\geq 6$ , the Province card is flipped to its Developed (green) side. The new values listed thereon remain in effect for the rest of the Game. Provinces being attacked by a Barbarian Raids Event, allied with a War (Advanced Rule 2.02), or under attack by a War (Advanced Rule 2.02) cannot be Developed. The current Governor of a Province when it is Developed gains 3 Influence.

**1.06.5 STATE REVENUES:** The players adjust the Treasury markers on the State Treasury track. The State receives 100 Talents Annual Revenue at the start of each Revenue Phase.

**1.06.51 TAXES:** If there are any active Provinces, each non-rebel Governor rolls a die or dice as indicated on that Province card after "State Income" to determine the number of Talents in taxes paid to the State by his Province. In some cases, this can be a negative amount and results in the Treasury Track markers being reduced accordingly. The amount of taxes collected is recorded by adjusting the Treasury Track. A Province with a Rebel Governor, without a Governor (1.09.54), or engaged in a Provincial War (2.02) does not provide taxes to the State.

**1.06.52 CONTRIBUTIONS:** Any non-rebel Senator (even those not in Rome) may contribute money to the State Treasury regardless of the level of the Treasury. In doing so, a Senator may gain 1 Influence for 10 Talents, 3 Influence for 25 Talents, or 7 Influence for 50 or more Talents. A Senator may make one such contribution per Revenue Phase. Excess Contributions do not accumulate credit for Influence gains in later turns. Players may wish to determine the State Debits (1.06.53) before making Contributions in order to avoid Bankruptcy.

**1.06.53 DEBITS:** After adding the Annual Revenue, Provincial Taxes and any contributions to the State Treasury, subtract 20 Talents for each Active War (including Unprosecuted Wars and Civil Wars) and the costs for any Land Bills in effect. Finally, deduct 2 Talents for maintenance of each existing Legion or Fleet not in rebellion and not in the Garrison of a Rebel Governor (1.11.32). Players cannot eliminate Forces by voluntarily not paying maintenance. [EXCEPTION: The HRAO may decline to pay the maintenance for Forces released by a Rebel; any of these Forces not maintained must be eliminated (1.11.35, 2.03.6).] If unable to pay its obligations at any time in the game, the State is Bankrupt and only the declared Rebel (if there is one) has a chance to win the game (1.12.2); otherwise, all players lose (1.12.1). Forces that cannot be maintained are eliminated. All the players should be advised when the State Treasury drops below 70 Talents due to the danger of Bankruptcy (and immediate loss) due to subsequent Natural Disaster or Evil Omens Event draws.

**1.06.6 RETURNING GOVERNORS:** At the end of the Revenue Phase reduce the term dial of non-rebel Governors by 1. When a term dial moves off of "1" return the Governor to Rome and return the

Province card to the Forum (along with any Garrison Legions on the Province). Returning Governors who have a Corrupt marker keep it.

## 1.07 FORUM PHASE

1.07.1 PASSAGE OF TIME: Remove any Event cards in the Forum, unless the card specifically states otherwise.

1.07.2 INITIATIVE SEQUENCE: The HRAO player (1.09.11) must

roll 2d6 for Initiative. If he rolls a 7, he must roll 3d6 on the Random Events Table to determine which Event card he has drawn (1.07.21). Otherwise, he draws a card from the Forum deck. If the Forum deck is empty and will not be replaced with another deck (Extended Scenario 3.04), a player must still roll but does not get to draw a card. He may then take any of the following steps in the order listed below:

- Make one Persuasion Attempt (1.07.4).
- Make one attempt to attract a Knight or pressure multiple Knights (1.07.5).
- Sponsor Games once (1.07.6); and/or
- Appoint a Senator as his Faction Leader (1.07.7)

A player need not have a Senator in Rome to take his regular Initiative.

1.07.21 EVENTS: If the player rolls a 7 as his Initiative roll, he does not draw a card but instead must roll 3d6 on the Random Events Table and place the corresponding light blue Event card from the table in play. If that Event card is already in play, it is flipped to its dark blue side. If the Event card is already flipped to its dark blue side, there are no additional effects unless specified on the Event card. This prevents the drawing of another Forum or Event card by that player. Evil Omens Events do not modify Natural Disaster Event rolls.

1.07.22 BIDDING ON INITIATIVES: Once the HRAO has completed his Initiative Sequence, the other players in clockwise order complete an Initiative Sequence until all players have completed one Initiative Sequence. Any additional Initiatives needed to bring the total number for that turn to six are publicly auctioned off to the highest bidder (once around clockwise, starting with the HRAO, minimum bid is 1 Talent). Each Initiative is immediately completed by the winner of the bid. This is repeated until there are no remaining Initiatives.

Only those Senators currently in Rome may bid for an extra Initiative with the winning bid coming from a single Personal Treasury. Winning the bid allows the entire Faction to take the Initiative Sequence, not just the winning Senator. The HRAO's Faction takes any Initiatives that are not bid on.

1.07.3 CARDS: There are two classes of cards. Cards with black text are called Forum cards and must be played face up in the Forum when they are drawn. Cards with red text are called Faction cards and belong to the player who draws them. A Faction card may be held secretly in a player's possession until he chooses to play it in accordance with any restrictions pertaining to that card.

1.07.31 SENATORS: There are two types of Senator cards: Family cards (1.07.311), which are Forum cards, and Statesmen (1.07.312), which are Faction cards. The number after the "MIL" on the right of the card is the Senator's Military rating, representing his ability as a Commander (general and admiral). The number after the "ORA" is the Oratory rating, representing his political skills and voting power. The number after the "LOY" is his Loyalty rating, measuring the degree of adherence the

Senator feels towards the Faction controlling him (1.07.411). The number in the bottom center of the card is his Influence and serves as a fluctuating gauge of his prestige. This rating can be increased during the Game by his public service or reduced by his misdeeds. This number is always positive; a Senator can never have less than 0 Influence. The small number in the upper center of the card is the Senator ID Number, which corresponds to a like- numbered Mortality Chit. Senator cards also contain designated areas to record the Senator's Popularity and Knight markers. If a Senator's Popularity is negative, it is recorded with a black Number marker. Popularity may not go above 9 or below -9.

**1.07.311 FAMILY SENATORS:** Family cards are Senator cards with black text and a marble background that represent leading families in the Senate. New Family cards are added to a Faction only through Persuasion Attempts (1.07.4), when Repopulating Rome (1.09.81) and sometimes when playing a related Statesman card (1.07.312). Having a particular Family card means a player has in his Faction the leading member of that family. Should that Senator die, his place is taken by the next leading member of that family who, if not a Faction Leader, leaves the current Faction and goes to the bottom of the Curia. Family cards with an ID# in brackets "[ ]" include a related prominent Statesman that may appear during play.

**1.07.312 STATESMEN SENATORS:** Senator cards with an alpha- numeric ID, red text and a marble background represent outstanding individual Statesmen with special capabilities. Statesmen can enter play only at Game start (3.01.9) or during the Revolution Phase (1.11.1). A player may not add a Statesman card to his Faction if either of the following conditions exist:

- An opponent controls the Statesman's related (same ID#) Family card [EXCEPTION: 25A/B or 29A/B, see below]; or
- A related Statesman with the same ID# is already in play. [EXCEPTION: 25A/B or 29A/B per 1.05.22]

When a Statesman enters play, if the player already controls the related Family card, place the Statesman on top of it. If the related Family card is in the Forum, move the Family card to the player's Faction and place the Statesman on top of it. If the related Family card is in the Curia or deck, place the Statesman by itself in the player's Faction.

When a Statesman is already in play and its related Family card appears in the Forum (not the Curia), immediately place it beneath the Statesman.

If two Statesmen with the same number are in play legally [25A/B or 29A/B per (1.05.22)] and the Family card then appears in the Forum (not the Curia), place the Family card under the "A" Statesman of the pair. A player may not play one of these Statesmen if the Family card is in play with a different Faction, unless the other Statesman of the pair is already in play. If one of the pair dies, and the Family card is with the other, move the Family card to the surviving Statesman, even if the dead Statesman was the Faction Leader.

When a Statesman is placed on his Family card, the Statesman takes over any Influence and Popularity ratings on the Family card that are greater than his own and all its Concessions, Governorships, Knights, and other markers. Note that the Statesman's Military, Oratory, and Loyalty ratings which are less than those on the Family card remain equal to the Statesman's printed rating.

Statesmen may use their special abilities even while they are away from Rome. Marius must still be in Rome to attract a Knight.

**1.07.32 CONCESSIONS:** Concessions are Faction cards with a picture frame background that represent economic considerations such as collecting taxes or distributing grain. The player who

draws it from the deck owns a Concession. He may assign it to one of his Senators at Game start (3.01.9) or during a Revolution Phase (1.11.1) by placing it partially beneath that Senator's card. That Senator must then collect the number of Talents listed on that Concession during the Revenue Phase (1.06.12) or as otherwise indicated on the Concession card. Generating revenue on a Concession reveals the corrupt bar on that Concession's card. This indicates that the Senator is liable to a Minor Prosecution during the next Senate Phase. A Senator loses a Concession only due to his death (1.05.3), a successful Minor Prosecution, or due to certain Wars or Natural Disasters. Whenever a Senator dies or is convicted, his Concessions are returned to the Forum, where they can be awarded to another Senator by a proposal (1.09.61).

**1.07.321 DESTROYED CONCESSIONS:** If a Concession is destroyed (aka eliminated) (by a War, Leader or Natural Disaster), then it is placed in the Concession space of the Curia and has a chance to be revived at the end of the Forum Phase (1.07.8).

**1.07.33 WARS:** War cards are Forum cards with a parchment background representing external threats to Rome. The numbers next to the icons on the right of the card represent its value in combat. The number next to the Swords icon is the enemy's Land Strength, which represents the value of his army. The number next to the Anchor icon is the Fleet Support number, which indicates the number of Roman Fleets, if any, required to support the War. Some War cards have a number next to a Ship icon, which represents enemy Fleet Strength which must be defeated in a Naval Battle before conducting the Land Battle. The numbers highlighted black and gray next to the D and S on the right of the card determine Disasters and Standoffs and are explained in the Combat section (1.10.21, 1.10.31). The number inside the Coin on the bottom right indicates the Spoils of War that are generated upon defeat of the War and are detailed in the Combat section (1.10.4). Some Wars have a Dying Plant icon, which indicates the War causes a Drought Effect (1.08.12). Some cards have an Armaments icon beside the date, which indicates whether the War is Active or Inactive (1.07.331) when it is drawn. When a War card with an Armaments icon is drawn, it goes into one of the "Active Wars" spaces in the Forum [EXCEPTION: Imminent Wars (1.07.3321)]. It usually remains active until the Senate defeats it.

**1.07.331 INACTIVE WARS:** War cards without an Armaments icon are Inactive Wars. When drawn, place them in the "Inactive Wars" spaces of the Forum [EXCEPTION: Imminent Wars (1.07.3321)]. They remain inactive in the Forum until the Senate sends an Army or Fleet to attack them, or until activated by their Leader (1.07.341) or a Matching War (1.07.3321). Once activated, change the War's status by moving it to one of the "Active Wars" spaces of the Forum. Some War cards list how many Matching Wars activate them and where they reside within their sequence of Matching Wars.

**1.07.332 MATCHING WARS:** Whenever two Wars of the same type are active (e.g., two Punic Wars or two Cilician Pirates), the Land and Fleet Strength (but not Fleet Support) of each are doubled as long as the two remain active. If a third Matching War is active, the Strength numbers of all three are tripled. If all four Macedonian War cards are active at the same time, their Strength is quadrupled. However, each War is fought individually - not added to its related Wars. In these situations, the Strength numbers of the remaining related Wars are reduced again to tripled, doubled, or normal Strength as their Matching Wars are individually vanquished. When counting Active Wars, each Matching War card (not set) is considered to be a separate War. Rome may not attack the latter of any currently active Matching Wars unless she first (or simultaneously) prosecutes (or ends via New Alliance) all earlier (in Matching War Sequence) currently active and related Matching Wars.

**1.07.3321 IMMINENT WARS:** Whenever a War card is drawn from the deck that would match another War card that is already located anywhere in the Forum, the drawn card is placed in the



“Imminent Wars” Forum space for the remainder of the current turn, and it does not multiply any Active Wars until it, itself, becomes Active. If multiple Matching Wars become Active at the same time (e.g., Spanish Revolts), the earliest one (e.g., 1st before 2nd) becomes Active; the rest become Imminent. If the already existing War in the Forum is currently located in an Inactive War space, it is immediately moved to the Active Wars space; otherwise, nothing else happens. At the beginning of each new turn, before any other action is taken, all cards in the Imminent War space are examined, and one card from each set of Matching Wars is moved to an Active War space on the Forum (1.05.1). Activate all Imminent Wars in Matching War order (e.g., 1st Macedonian before 2nd Macedonian), even if it means the most recently drawn War card must be activated. Imminent Wars can be attacked by the Senate (just as if they were Inactive); however, the moment the Senate sends a Force to attack the Imminent War, it is instantly moved to the Active War column and begins to multiply War Strengths. Once played in the Imminent Wars space the War will only be moved out of that box at the beginning of a turn or if attacked by the Senate; Leaders (1.07.34) do not activate Imminent Wars. For the brief period the Wars are located in the Imminent Wars space they are considered Inactive, regardless of their Armaments icon.

1.07.333 REVOLTS: A Revolt is a type of War card in which no Spoils of War are created by defeating the War. Many Revolts are conditional (i.e., they are treated as Revolts if a named Province currently exists at the time of being drawn, but are treated as Wars that are not Revolts if it does not). Whenever the last War in a numbered series of Matching Wars is defeated, any previous War in that series is thereafter treated as a Revolt.

1.07.334 WAR CONSEQUENCES: A War need not be fought immediately, but for each Active War during the Revenue Phase, the State loses 20 Talents (1.06.53). Some Wars create Drought Effects, threaten Concessions, or attack Provinces. Each War in one of the “Unprosecuted War” spaces (1.10.9) increases Unrest by 1 during every Population Phase (1.08.11). If, at the end of any Combat Phase, there are 4 Active Wars, the Republic collapses and all players lose the Game (1.12.1). Inactive or Imminent Wars do not count against the four-war limit, the State Treasury drain, or Unrest.

1.07.34 LEADERS: Leader cards are Forum cards with a parchment background representing the appearance of a particularly able enemy Commander. Their presence makes a War more difficult to prosecute.

1.07.341 LEADER ACTIVATION: If, while an Inactive or Active War is in play, a matching Leader card is drawn (e.g., Hannibal is drawn while any Punic Wars are Active or Inactive), the Leader is immediately placed with the War and the War is considered Active [EXCEPTION: Leaders cannot activate Imminent Wars (1.07.332)]. If a Leader resides in the Curia and a War matching that Leader is drawn (or becomes Active), both the Leader and the War are immediately considered Active, even if the War would normally be considered Inactive.

1.07.342 LEADER STRENGTH: While a Leader is active and matched with the War(s), the Land and Fleet Strength (not Fleet Support) number(s) of the War(s) are increased by his value, after any relevant doubling, tripling, or quadrupling for Matching Wars.

1.07.343 ADDITIONAL LEADER PENALTIES: The numbers on the right side of the Leader card determine automatic Roman Disasters and Standoffs (1.10.21, 1.10.31) directly attributable to the skill of the Leader and in addition to those in effect for the War itself. Statesmen with “Nullifies Disaster / Standoff” abilities only void the D/S associated with the Wars, not those of associated Leaders.

**1.07.344 LEADER DEATH:** If the last active Matching War associated with a Leader is defeated, or a Leader is drawn when none of his Matching Wars are currently in play, the Leader is moved to the Curia. If all of the Matching Wars associated with the Leader are removed from the deck and board the Leader is removed from play. At the end of each Forum Phase, an Aging roll on 1d6 must be made for each Leader in the Curia. If the result is a 5 or 6, that Leader dies and is removed from play. On the Refuge / Rise from Refuge Event “killed by a Victory” refers to a Leader who was aiding a War card and was either removed from play or moved to the Curia due to a Victory result (1.10.4), the Enemy Leader Dies / Enemy Leader Sues for Peace Event, or the New Alliance / Another New Alliance Event. A Leader in Refuge still aids his normal Matching Wars.

**1.07.35 INTRIGUE:** Intrigue cards are Faction cards with a picture frame background that have various uses and requirements on when and how they can be played.

**1.07.36 LAWS:** Law cards are Faction cards on a scroll background that represent changes in the rules governing the Republic and play of the Game. Display played Law cards in the Law space rather than mixing them with the discards. Law cards may be played anytime during the Senate Phase (1.09, 2.06) - even before the Consuls are elected. A player need not have a Senator present in Rome to play a Law card.

**1.07.37 EVENTS:** A few Event cards are Forum cards on a picture frame with parchment background. They are resolved immediately and in the same manner as the blue-bordered Event deck. They are discarded after being fully resolved.

**1.07.4 PERSUASION ATTEMPTS:** A Senator in Rome may attempt to persuade an Unaligned Senator in the Forum or an already Aligned non-Faction Leader Senator also in Rome to join his own Faction.

**1.07.41 RESOLUTION:** The Senator making the Persuasion Attempt adds his Oratory and Influence and subtracts from this sum the target Senator’s Loyalty rating to get a Base Number. This Base Number can be modified by Conditions (1.07.411), Bribes (1.07.412) and Counter-Bribes (1.07.413). After Bidding (1.07.414), compare the resulting Base Number to a 2d6 roll. If the roll is less than or equal to the Base Number, the Persuasion Attempt succeeds and the target Senator joins the Faction of the Senator making the Persuasion Attempt. If the original (unmodified) roll is greater than or equal to 10 (or 9 after the “Era Ends” card is revealed), or the modified roll is greater than the Base Number, the Persuasion Attempt fails and the target Senator remains either Unaligned in the Forum or Aligned to his current Faction.

**1.07.411 CONDITIONS:** If the target Senator is already Aligned (i.e., in a Faction), subtract 7 from the Base Number. The number of Talents in the Personal Treasury of the target Senator, whether Aligned or not, is also subtracted from the Base Number.

Some Statesmen oppose others and display a “-” followed by another Statesman’s name. If a Statesman belongs to the same Faction as any Statesmen shown with a “-” on his card, his printed base Loyalty rating is reduced to 0; however, he still subtracts 7 if he is Aligned. Some Statesmen oppose others who do not oppose them back. The exception is the Gracchi brothers (25A/B), who have a “+” next to their names because both desire to belong to the same Faction. In this case the Loyalty of 0 occurs when the other brother is in the Faction of the Senator making the Persuasion Attempt. This effect only occurs when both 25A and 25B are in play (otherwise their Loyalty is 6).

**1.07.412 BRIBES:** The Senator making the Persuasion Attempt may spend money from his Personal Treasury to aid the Persuasion Attempt. Each Talent spent adds 1 to the Base Number. This money is

paid into the Personal Treasury of the target Senator at the end of the Attempt, regardless of the outcome.

1.07.413 COUNTER-BRIBES: All players may interfere in a Persuasion Attempt made against a Senator by spending money from their Faction Treasuries to resist (not aid) the Persuasion Attempt. Each Talent thus spent subtracts 1 from the Base Number. This money is paid into the Personal Treasury of the target Senator at the end of the Attempt, regardless of the outcome. If an Unopposed Persuasion Attempt is made (which requires a Seduction or Blackmail card), this type of interference is not allowed and the target Senator must defend strictly with his Loyalty rating and Personal Treasury.

1.07.414 BIDDING: The Senator making the Persuasion Attempt announces his target and the initial Base Number, which may already reflect money irrevocably spent from his Personal Treasury. Play then moves clockwise around the table, and each player in turn announces the Talents, if any, he is irrevocably spending from his Faction Treasury to resist the Persuasion Attempt. The player making the Persuasion Attempt may then either roll 2d6 at the present Base Number or irrevocably spend more Talents, with bidding moving around the table again. This cycle of bidding continues until all players stop spending money or the Persuader accepts the current Base Number. Money thus spent should be initially placed on the table in front of a player's Faction (making change as necessary) and transferred to the target Senator's card only after the Persuasion Attempt is resolved.

1.07.5 KNIGHTS: A player may attempt to attract one Knight per Initiative to one of his Aligned Senators in Rome by paying 0 or more Talents from that Senator's Personal Treasury and then rolling a die. If the sum of the

die roll and the number of Talents paid is greater than or equal to 6, a Knight is attracted and that Senator places a Knight marker on his card indicating the total number of Knights he controls. There is no limit to the number of Knights that may eventually be controlled by a Senator. For each Knight a Senator controls he gains an extra vote in the Senate and an extra Talent of income during the Revenue Phase unless the Senator is held Captive. A Senator in Revolt (1.11.33) or who dies loses control of all of his Knights.

1.07.51 PRESSURING KNIGHTS: Instead of rolling to attract a Knight, a player may opt to pressure any Knights he has in his Faction for contributions and, in so doing, loses their support. He announces how many of his Knights under each of his Senators he will pressure and rolls a die for each to determine the amount of Talents gained. This money must be added to each controlling Senator's respective Personal Treasury and the pressured Knights are returned to the Bank. Pressured Knights no longer provide extra income or extra votes.

1.07.6 SPONSORING GAMES: Sponsoring Games allows one Senator to increase his Popularity while lowering the Unrest Level of the populace. The Senator pays the cost of the games he wishes to Sponsor from his Personal Treasury (see the Games Table). Adjust his Popularity and reduce the Unrest Level as indicated. The Senator does not need to be in Rome to Sponsor Games.

1.07.7 APPOINT NEW FACTION LEADER: A player may change his Faction Leader by placing his Faction Leader marker on any Senator in his Faction. The new Faction Leader does not need to be in Rome.

1.07.8 PUTTING ROME IN ORDER: After all six Initiatives have been resolved, complete the following steps.

1. All Senators (in Rome or not) that currently hold a Major Office get a "major" marker, which indicates they are available for a Major Prosecution this turn.

2. The HRAO rolls to see which Tax Farmer Concessions are destroyed if the 2nd Punic War or Gladiator Slave Revolts are active (Evil Omens Events do not modify these rolls). Make rolls for Hannibal / Spartacus only if 2nd Punic War / any Gladiator Revolt is active. These may be immediately rolled for revival in the next step.

3. The HRAO then rolls a die for each Concession and Senator in the Curia (even if destroyed or killed that turn). If he rolls a 5 or 6 that card is revived and placed face up in the Forum. He also rolls for each Leader in the Curia and discards it on a die roll of 5 or 6.

#### 1.08 POPULATION PHASE

1.08.1 UNREST: The Unrest Level represents the degree of dissatisfaction of the populace with the government. The Unrest Level starts at 0. There is no limit to how high the Unrest Level can go, but it can never go lower than 0. To show an Unrest Level higher than 9, flip the Unrest Level marker over. At the beginning of the Population Phase, the Unrest Level is adjusted for the following conditions:

1.08.11 UNPROSECUTED WARS: Each Unprosecuted War (1.10.9) adds 1 to the Unrest Level.

1.08.12 DROUGHT EFFECTS: The Unrest Level is increased by 1 for each separate Drought Effect in play. Drought Effects can be caused by both Events and Wars. Each Drought Effect is cumulative and adds 1 to the Unrest before the State of the Republic speech is made (1.08.2). Drought markers can be used to keep track of the number of Drought Effects in play.

1.08.2 STATE OF THE REPUBLIC: The HRAO gives a State of the Republic speech by rolling 3d6, subtracting the Unrest Level, and adding his Popularity. The result is found on the Population Table. The numbers on the Population Table indicate the amount the Unrest Level is to be immediately increased or decreased. A result of "NR" (No Recruitment) places the No Recruitment marker onto the Force Pool, prohibiting the raising of any Forces for the rest of the turn. [EXCEPTION: Neither No Recruitment nor Manpower Shortage applies to Legions/Fleets recruited via the Gabinian Law card.] "MS" places the Manpower Shortage Event card into the Forum, places the Manpower Shortage marker onto the Force Pool, and is cumulative with any existing Manpower Shortage (1.07.21). "Mob" results in an assault on the Senate by an outraged mob, which is resolved by drawing six Mortality Chits to check among those currently in Rome to determine the Senators killed (1.05.21). "People Revolt" results in an overthrow of the Senatorial government and immediate defeat for all players (1.12.1), unless a Rebel is currently in Revolt, in which case he wins [barring loss due to four Wars] (1.12.2).

#### 1.09 SENATE PHASE

1.09.1 HOW THE SENATE PHASE WORKS: The Senate Phase is the heart of the Game. Players will put forward a variety of proposals which will then be voted on by Senators and enacted if passed. The Senate Phase begins as soon as the results of the State of the Republic speech are implemented.

REMEMBER: Each player should readjust his Vote Tally dial as soon as he gains or loses votes for any reason.

1.09.11 HIGHEST RANKING AVAILABLE OFFICIAL (HRAO): The HRAO is the highest ranking available official in Rome. The order of precedence is listed on their Major Office Marker:

1. Dictator,
2. Rome Consul,
3. Field Consul,

4. Censor,
5. Master of Horse,
6. Pontifex Maximus (2.01).

If none of these officials is available due to death or absence from Rome, the Aligned Senator with the most Influence in Rome opens the meeting (using Oratory ratings and then lowest ID# to break ties). All Senators in Rome [i.e., everyone except Governors (1.09.5), Proconsuls (1.10.8), Captives (1.10.71) and Rebel Senators (1.11.3)] must attend the Senate meeting.

**1.09.12 PRESIDING MAGISTRATE:** The HRAO is typically the Presiding Magistrate. The HRAO will not be the Presiding Magistrate during Prosecutions (1.09.41) or after stepping down as a result of a unanimous proposal defeat (1.09.144). The Presiding Magistrate has complete control over the procedures of the Senate and conducts all business. He may recognize Senators in any order he wishes and may call for the votes of each Faction in any order. He alone makes nominations and proposals without the use of a Tribune card (1.09.151), and he may break off discussion on any proposal by calling for an immediate vote. Any player who ignores his demand for an immediate vote is considered to have abstained and loses his right to vote on that proposal. After all elections (including Governors) and Prosecutions, he may close the meeting at any time there is no unresolved proposal on the floor by saying “the Senate is adjourned.” If the Presiding Magistrate is killed, the next HRAO becomes Presiding Magistrate.

**1.09.13 PROPOSALS:** A proposal is anything put before the Senate for a vote (except a Prosecution, see 1.09.41), either by the Presiding Magistrate, a Tribune, or as otherwise allowed. A nomination is a type of proposal. Whenever a vote is not in progress, any player may offer advice, discuss options, and/or suggest courses of action, but only the Presiding Magistrate or a Tribune can formally define a proposal (i.e., place the proposal “on the floor”). Only the Presiding Magistrate may call for votes.

**1.09.131 PROPOSAL ALTERATION:** Defeated proposals may not be introduced again in the same Senate Phase without significant change. In contrast, Concessions (1.09.61) and Consul for Life nominations (1.09.82) can be voted upon only once per turn.

**1.09.14 VOTING:** After announcing the proposal, the Presiding Magistrate calls on a Faction to vote first. That Faction must vote, abstain, or use a Tribune to veto the vote (1.09.151) without delay (1.09.12). After that Faction votes or abstains, the Presiding Magistrate calls on another Faction to vote, and the process is repeated until all Factions have had an opportunity to vote, abstain, or the proposal is vetoed. The voting procedure of the Senate is the same for all business requiring a vote except that abstaining is not allowed during the passage or repeal of a Land Bill (1.09.62); any player refusing to vote on a Land Bill when prompted is considered to have voted against it (or for its repeal).

**1.09.141 VOTES:** Each Senator in Rome controls votes equal to his Oratory plus the number of Knights he controls. However, he may temporarily increase his votes for any particular proposal or Prosecution (1.09.41) by buying them. For each Talent he pays out of his Personal Treasury he receives 1 extra vote for that round of voting. These Talents are paid out when the Senator’s votes are called upon.

**1.09.142 BLOCK VOTES:** All the Senators in a Faction need not vote alike, though they usually will. Once a player declares his vote, he may not change it, nor play a Tribune to veto (cancel) the vote.

1.09.143 PASSAGE: A simple majority (> 50%) of votes cast is required to pass any measure (i.e., a proposal, Prosecution (1.09.41), or anything else requiring a vote), except recalling a Pontifex Maximus.

1.09.144 LOSS OF INFLUENCE: Whenever the Presiding Magistrate makes a proposal which is defeated by unanimous vote of all Senators in Rome controlled by the other players, he may choose to lose 1 Influence (down to a minimum of 0) or he may step down as Presiding Magistrate and immediately hand over conduct of the meeting to the next HRAO. If the Presiding Magistrate does not have any Influence to lose, he must step down as Presiding Magistrate. The Senator stepping down retains his office, but is not available to be the Presiding Magistrate at any further point in the turn. This does not affect the HRAO order, just who is the Presiding Magistrate. This can happen multiple times during a Senate Phase. These penalties do not apply when a Tribune is used to put forth a proposal (1.09.151).

1.09.15 TRIBUNES: Tribune cards may be played during the Senate Phase to veto or initiate proposals, including nominations. Once used, Tribunes are discarded. If two or more players play a Tribune at the same time, those players dice off to determine who gets precedence with the loser(s) taking their Tribune(s) back to their hand(s). Players may play Tribune cards even if they have no Senators in Rome.

1.09.151 PROPOSAL USING A TRIBUNE: Players may force proposals to a vote by using a Tribune card and announcing "Tribune!". A proposal is considered on the floor the moment the player who played the Tribune defines the proposal. The Presiding Magistrate must call for the votes of each Faction and can do so in any order. The proposal must still be made at the correct time in the Senate Phase (e.g., a player may not propose to recruit Legions before the Censor has been elected). This may be done any time there is no proposal already on the floor. Alternatively, it can be played during a current proposal with or without specifying intent so as to establish that player's right to make the next proposal.

Other facts about Tribunes:

- A Tribune may not be used to interrupt an already played Tribune (i.e., once a Tribune has been played to make a proposal, another Tribune may not interrupt it).
- A Prosecution is not considered a proposal and is therefore not eligible to be proposed (though they may be vetoed).
- A Tribune can also be played immediately after the Presiding Magistrate adjourns the Senate to force its continuation to consider the Tribune's proposal.
- A Tribune may not be used to make a proposal to adjourn the Senate; however, a proposal could be put forth to send the Presiding Magistrate to war, which, if it passes, would close the Senate upon the Presiding Magistrate's departure (1.09.642).
- A Tribune can be used in the middle of a vote that would send the Presiding Magistrate off to war (thus closing the Senate Phase) before or during his turn to vote - not as a veto, but as a measure to suspend the vote until after his proposal has been acted upon. (1.09.642)
- Some Statesmen have the capability of playing an inherent Tribune each turn without actually playing a card. Treat this ability exactly the same as if the player had played a Tribune card.

1.09.152 VETO USING A TRIBUNE: A Tribune may be used prior to or during (but not after) the owning Faction's turn to vote to stop any vote from being taken [EXCEPTIONS: Consul for Life, Special

Prosecution of Assassins, any proposal by a Dictator, and the appointment of the last eligible candidate for any office]. The player playing the Tribune announces “Veto” and the vote is cancelled, even if it already had enough votes for passage. The slate of candidates in a vetoed election may not be nominated again in the same turn, nor may the Accused in a vetoed Prosecution be prosecuted again that turn for the same reason.

1.09.16 PROPOSAL IMPLEMENTATION TIMING: A proposal is implemented as soon as the last Faction votes on it and the proposal passes. No cards can be played or actions occur between the time the last Faction votes and the proposal is implemented.

1.09.17 PROHIBITIONS: The Senate may not put forth a proposal or nomination not defined within the rules.

1.09.171 RESIGN: A Senator elected to an office may not resign it.

1.09.172 DECLINE A NOMINATION: A Senator may not decline a nomination; however, he may vote against or veto the proposal.

1.09.173 RE-FILL AN OFFICE: If an office has been filled in a turn via election or appointment, no other election or appointment for that office can happen in the same turn, even if the office holder dies.

1.09.18 OFFICE INFLUENCE: Influence gained from an office is not lost when the Senator ceases to hold the office, but is his to keep until lost by some form of misdeed (i.e., Prosecution) or death. [EXCEPTION: Pontifex Maximus Advanced Rule (2.01)]

1.09.2 CONSULS: The first act of any Presiding Magistrate must be to conduct elections for new Consuls from among the ranks of Aligned Senators in Rome. He must nominate candidates in pairs. Any pair of candidates that is defeated may not be nominated again that turn as the same pair, but the individuals making up the defeated pair may be nominated again as part of a different pair. Candidates are elected or defeated as a pair; one cannot be elected while the other is defeated in the same vote. The current Consuls and Dictator (if any) may not be elected Consul this turn until the Tradition Erodes Law is passed (but may become Dictator, 1.09.3). A Senator may not hold two Major Offices simultaneously, but the current Censor or Master of Horse may be elected Consul with the understanding that he will not continue to serve in his existing office.

1.09.21 AUTOMATIC APPOINTMENT: Nominations continue until two Consuls are elected or until only one possible pair of candidates remains, in which case this final pair is automatically appointed.

1.09.22 ROME/FIELD CONSUL: The newly elected Consuls decide amongst themselves who will be Rome Consul. If they cannot agree, they dice off for the choice of office. Place the appropriate Consul markers on their respective cards and immediately increase their Influence by 5. The new Rome Consul becomes Presiding Magistrate and takes over conduct of the meeting. The outgoing Consuls receive Prior Consul markers (unless they already have one). Upon the election of the Consuls, if a Dictator or Master of the Horse exist, they lose that office, and the Dictator gains a Prior Consul marker.

1.09.3 DICTATOR: If and only if Rome is facing 3 or more Active Wars, or one Active War with a combined Land and Fleet Strength of at least 20, which could be a Civil War (1.11.3), a Dictator may be elected or appointed immediately after the Consular elections. A Naval Victory marker reduces the Naval Strength of a War to 0 for this purpose. To be eligible for Dictator, a Senator must be Aligned, in Rome, and not holding any Major Office except Censor.

**1.09.31 AUTOMATIC APPOINTMENT:** The Consuls, acting together, may appoint any eligible Senator on whom they can agree as Dictator. If there is only one Consul present because the other has been killed, he may act alone to appoint a Dictator. This appointment may not be vetoed with a Tribune.

**1.09.32 DICTATOR ELECTION:** If the Consuls cannot agree to appoint a Dictator, the Senate may immediately elect a Dictator if the Presiding Magistrate calls for such elections (which may be vetoed). A Dictator may also be proposed via the use of a Tribune at this time (after the Consuls decline to make a joint appointment). The Presiding Magistrate, or anyone with a Tribune, may continue to try to elect a Dictator even after multiple failures; however, once a Censor is elected or appointed (1.09.4) a Dictator nomination may no longer be put forth (even with a Tribune).

**1.09.33 TERM:** The new Dictator becomes Presiding Magistrate, takes the Dictator marker, increases his Influence by 7, and appoints as his Master of Horse any Aligned Senator in Rome not already holding a Major Office (except Censor). That Senator takes the Master of Horse marker and increases his Influence by 3. The Dictator's proposals cannot be vetoed, though all proposals must still be voted upon normally. The terms of the Dictator and his Master of Horse last until the end of the Consular elections of the next turn, at which time both the Dictator and his Master of Horse must immediately surrender those offices and the Dictator (not the Master of Horse) takes a Prior Consul marker. The Dictator (or another Senator) may be immediately appointed/elected Dictator again, assuming the War requirements are met (1.09.3).

**1.09.34 MASTER OF HORSE:** Whenever the Dictator commands a Force, he is accompanied by his Master of Horse. The Dictator's Military rating for any combat is the sum of his Military rating and that of his Master of Horse. The Master of Horse must accompany the Dictator to War. The Master of Horse must remain in the same place as the Dictator (unless the Master of Horse is a Captive) until the Dictator dies, is captured (1.10.7), becomes a Proconsul (1.10.8), or Revolts (1.11.3). If victorious in a War, the Dictator receives the usual increase in his Influence and Popularity (1.10.4), while the Master of Horse gets nothing. If the Dictator is defeated, the Master of Horse is killed along with him. The Master of Horse can also be killed or captured by a Mortality Chit draw. If the Dictator dies (at any time) or is captured, and the Master of Horse survives and is not a Captive, the Master of Horse returns to Rome (if away) and keeps his Master of Horse office. If the Master of Horse dies (at any time) or is captured, the Dictator may not appoint another until he is re-elected or re-appointed as Dictator. The Master of Horse cannot nullify a Disaster or Standoff result in any battle.

**1.09.4 CENSOR:** Immediately after the election of the new Consuls and the option to appoint or elect a Dictator, the Presiding Magistrate conducts elections for Censor. Eligible candidates for Censor must have a Prior Consul marker, must be an Aligned Senator in Rome, and must not hold an existing Major Office except for Censor. If only one eligible candidate of Consular experience is available (as usually happens on the first turn), he is appointed automatically. If there are no Senators with Consular experience present in the Senate and free of other Major Offices, the election for Censor is temporarily thrown open to all Aligned Senators in Rome. Each time a Censor is elected or appointed, the Censor marker is placed on that Senator's card and his Influence increases by 5. The Presiding Magistrate now turns the conduct of the meeting over to the Censor to conduct any Prosecutions (1.09.41).

**1.09.41 PROSECUTIONS:** The Censor either declares no Prosecutions, ensures Major/Corrupt markers are removed (1.09.45), and returns conduct of the meeting to the Presiding Magistrate or declares a Prosecution. He may conduct up to two Minor or one Major Prosecution each turn in addition to any Special Major Prosecutions of Assassins. During Prosecutions the Censor is the Presiding Magistrate and conducts all voting. If he suffers a unanimous defeat, he may either lose the required Influence



(1.09.144) or hand control of the meeting back to the previous Presiding Magistrate and end all Prosecutions. A Censor may not Prosecute himself [EXCEPTION: Special Major Prosecutions of Assassins (1.09.74)]. Only Senators in Rome may be Prosecuted. If the Censor dies while the Prosecutions are ongoing, all unresolved Prosecutions fail and the meeting returns to the Presiding Magistrate.

1.09.411 PROSECUTOR: The Censor must appoint a consenting Senator to be Prosecutor for each Prosecution [Exception: Prosecutors are not appointed for Special Major Prosecutions of Assassins]. The Prosecutor can be any Senator in Rome, provided he is neither the Censor himself nor the Accused. If no consenting Prosecutor can be found then there can be no Prosecution(s).

1.09.412 ELIGIBILITY FOR MINOR PROSECUTIONS: A Senator with a Corrupt marker (1.06.13), a Major marker (1.07.8), or a Concession with a revealed corrupt bar (1.06.12, 1.09.631) is eligible for a Minor Prosecution.

1.09.413 ELIGIBILITY FOR MAJOR PROSECUTIONS: To be eligible for a Major Prosecution the Accused must hold a Major marker (1.07.8), which means that the Senator held a Major Office last turn.

1.09.42 TRIAL: The Censor calls for votes. Voting for the Prosecution (i.e., Guilty) is a vote for conviction. Voting against the Prosecution (i.e., Not Guilty) is a vote against conviction. During a Prosecution the Accused receives additional votes equal to his Influence.

1.09.421 POPULAR APPEAL: A Senator Accused in a Prosecution may appeal to the people when his Faction is called upon to vote. He rolls 2d6 and modifies it by his Popularity and finds the result on the Popular Appeal Table. All negative votes are added to the votes “for” conviction; all positive votes gained are added to the votes “against” conviction. “Accused Killed” means the populace is so disgusted by the self-serving rhetoric of the Accused that they kill him themselves. If the Accused is killed in this way, the Accused is considered to have been guilty, and the Prosecutor still gains his Prior Consul marker (if any) and half of his Influence, as usual (1.09.44). Conversely, a result of “Accused Freed” ends the Prosecution with an acquittal. In addition, one Mortality Chit is drawn for each number which exceeds 11 on the modified roll in order to see if either the Censor and/or the Prosecutor (the only two vulnerable to the chit draw) is killed by a mob enraged over this obvious frame-up.

1.09.422 TRIBUNES DURING PROSECUTIONS: A Tribune may be played by anyone to veto the Prosecution [EXCEPTION: Special Major Prosecutions of Assassins (1.09.74)]. The vetoed Prosecution still counts towards the Censor’s total allowed Prosecutions for that turn. A Prosecution is not considered to be a proposal and therefore cannot be proposed with a Tribune. A Senator who makes a Popular Appeal and is not killed as a result may play a Tribune to veto the Prosecution after discovering the result of his appeal.

1.09.43 FAILED PROSECUTION: If the Prosecution fails, the Accused goes free and may not be Prosecuted again this turn for the same reason. Each Concession with a revealed corrupt bar is a different (separate) reason for Prosecution. However, the Accused must have the corrupt Concession at the time of the Prosecution for it to be a reason for Prosecution, e.g., if the Accused has been convicted and thus lost all of his Concessions (1.09.441 and 1.09.442), none of his prior corrupt Concessions is a valid reason for a second Prosecution within the same Senate Phase.

1.09.44 SUCCESSFUL PROSECUTION: If the Accused is convicted or dies as a result of the Prosecution, the Prosecutor gains the Prior Consul marker of the Accused plus half (fractions rounded up) of any Influence lost by the Accused. Note that when a senator dies, he loses ALL of his influence.

1.09.441 MINOR PROSECUTION CONSEQUENCES: If convicted, the Accused loses 5 Popularity (which can become negative), 5 Influence (to a minimum of 0), any Prior Consul marker, and must return all of his Concessions to the Forum.

1.09.442 MAJOR PROSECUTION CONSEQUENCES: If convicted, the Accused is executed (1.05.3) (thematically, it could be considered permanent exile, with the same in-game effects as death).

1.09.45 END OF PROSECUTIONS: After completing Prosecutions, the Censor turns the meeting back to the normal Presiding Magistrate. Remove all Corrupt and Major markers on Senators in Rome (but not on Senators away from Rome). Adjust Armaments and Shipbuilding Concessions to hide the corrupt bar (1.09.631).

1.09.5 GOVERNORSHIPS: When a Province is created, place its card in the Forum yellow side up. Each Province in the Forum has a Governorship that the Senate must fill from its membership (in Rome) during the Senate Phase. Elections for all open Governorships are conducted immediately after Prosecutions and before conducting other business. Elections continue until a Governor is selected or there is only one eligible candidate remaining. When a Governor is elected, the Province card is placed with his Senator card, and he must leave Rome immediately without participating in any remaining Senate votes. Adjust his Faction's Vote Tally dial to reflect his departure from Rome. Elections for multiple Governorships, including recalls (1.09.52), may be held simultaneously so that Governors will be elected (or rejected) in tandem and depart at the same time, but no other proposal may be added to the same vote. The holder of a Major Office may not be proposed as a Governor.

1.09.51 TERM: Governorships last up to 3 turns. Set the term dial on the Province to "3" when a Governor is elected. Reduce it by 1 at the end of each Revenue Phase (1.06.6) unless its Governor is in Revolt. When the dial moves off of "1", the Governor returns to Rome. He may not be re-elected to that or another Governorship without his consent during the turn of his return unless there are no other eligible candidates in Rome. Likewise, a newly recalled Governor (1.09.52) may not be sent out again on the same turn he was recalled without his consent unless there are no other eligible candidates in Rome.

1.09.52 RECALL: A non-rebel Governor may be recalled immediately to Rome by electing a new Governor, provided the recalled Governor was not elected this same turn. The replacement Governor inherits the Province with the term dial reset for 3 turns.

1.09.53 UNALIGNED GOVERNORS: An Unaligned Senator in the Forum may be elected Governor. He is removed from the Forum and becomes immune to Persuasion Attempts until his return to Rome, when he is again placed in the Forum. He collects taxes for the State (1.06.51) but does not take Provincial Spoils (1.06.13).

1.09.54 VACANT PROVINCES: All Provinces must have a Governor at the end of the Senate Phase unless there are no eligible candidates available. If a Governor dies during the Senate Phase after all vacant Governorships have been assigned, another Governor must be elected at the earliest opportunity. A Province without a Governor does not generate or lose money for the State, cannot be Developed, and cannot be selected for, or affected by, resolution of (either side of) these Events: Internal Disorder, Pretender Emerges, Barbarian Raids, and Trial of Verres.

1.09.6 OTHER BUSINESS: The Presiding Magistrate may now conduct other business by proposing whatever motions he wishes. Each proposal may consist of only one kind of proposal at a time. For example, a proposal could not group a Land Bill with a Concession vote to increase the chances of

passage. Proposals of the same type may always be grouped together [EXCEPTION: Land Bills (1.09.62)]. The Presiding Magistrate may close the meeting whenever he chooses, as long as there is no unresolved motion on the floor. He simply states “the Senate is adjourned” and thereby ends the opportunity for Assassinations (1.09.7). The closing of the Senate cannot be vetoed and does not require a vote; however a Tribune can be used to temporarily keep the Senate open in order to introduce a single proposal (1.09.151).

**1.09.61 ASSIGN CONCESSIONS:** Proposals may be made to assign a specific Concession from the Forum to a specific Aligned Senator present in Rome. Group proposals may be made to simultaneously assign different Concessions to different Senators. If a proposal to assign a Concession fails (whether singly or as part of a group), that Concession card is flipped over to indicate that it may not be proposed again during the same turn. There is no limit to the number of Concessions a Senator may control. The Land Commissioner Concession may be played or assigned only if a Land Bill is in effect; once assigned it must be returned to the Forum if there are no Land Bills in effect at the end of a Senate Phase.

**1.09.62 LAND BILLS:** The Senate can improve the Unrest Level by passing Land Bills. Three kinds are available; Type I is a one-turn, single payment measure costing 20 Talents, while Types II and III are permanent measures requiring payments of 5 and 10 Talents every turn, but lowering the Unrest Level only during the turn of their passage. The Senate may propose no more than one Land Bill of each Type per turn. The number of Land Bills that may be in effect at one time is limited by the number of such markers available. A Land Bill proposal must name two different consenting Senators in Rome as Sponsor and Co-Sponsor. If the Land Bill passes, lower the Unrest Level and raise the Popularity of the Sponsor and Co-Sponsor as indicated on the Land Bills Table. Place the appropriate Land Bill marker in the applicable box of the State Revenue as a reminder of funds owed by the State during the Revenue Phase (1.06.53). Every Senator who votes against a Land Bill lowers his Popularity as indicated on the Land Bills Table. Popularity changes for Sponsoring, Co-Sponsoring, and Voting are cumulative. Senators of a player who vetoes a Land Bill with a Tribune are not penalized.

**1.09.621 REPEALS:** The Senate may attempt to repeal a Type II or III Land Bill (not a Type I), even on the same turn it passed. A Senator in Rome must volunteer to Sponsor the repeal, and he must have Popularity equal to or greater than the amount he will lose by sponsoring and voting for the repeal. The Sponsor lowers his Popularity as indicated on the Land Bills Table and must vote for that repeal. Popularity losses for Sponsoring and Voting are cumulative. If the repeal passes, raise the Unrest Level as indicated on the Land Bills Table. Senators who vote for the repeal lower their Popularity accordingly. Only one Land Bill repeal may be attempted per turn.

**1.09.622 PAYMENT:** Payment for Land Bills is made during the Revenue Phase (1.06.53) by subtracting the costs of any current Land Bills from the State Treasury. Remove the Type I Land Bill marker after payment is made.

**1.09.623 ASSASSINATION FOR LANDBILL:** If both the Sponsor and Co-Sponsor of a Land Bill are from the same Faction, they risk Assassination (1.09.7). Prior to the end of the vote on the Land Bill, 14 one Senator may attempt an Assassination of either the Sponsor or Co-Sponsor by rolling on the Assassination Table. If caught, that Senator is killed. However, there are no further consequences to his Faction as would normally occur due to a caught Assassin (1.09.74). Regardless of the outcome, the vote on the Land Bill continues.

**1.09.63 RECRUITMENT OF FORCES:** The Senate may vote to raise or eliminate Forces. The maximum number of Legions and Fleets the Republic may have as Active Forces is 25 of each. A Legion or Fleet

cannot be both eliminated and built (or rebuilt) in the same Senate Phase. The number to be raised must be specified in the original proposal. Theater and Commander must be the subject of subsequent proposals. Forces raised are taken from the Force Pool and placed in the Active Forces boxes. The State Treasury must immediately pay 10 Talents for each new unit raised. The Senate may only vote to eliminate units located in the Active Forces boxes.

1.09.631 CONCESSION GAINS: Any Senator who holds the Armaments or Ship Building Concessions must immediately collect the income listed on the Concession when Legions or Fleets are built. Senators taking money in this way reveal the Concession's corrupt bar. This indicates that the Senator is liable to a Minor Prosecution (1.09.412) during the next Senate Phase.

1.09.64 DEPLOYMENT OF FORCES: The Senate may send a Commander and a specific group of units in the Active Forces boxes to attack any Active, Inactive, or Imminent War, including a Civil War (1.11.36). The Senate may not send a Force to fight a War unless it is supported by the number of Fleets required by that War. Multiple Forces may be sent against the same War (1.09.645).

1.09.641 MILITARY COMMAND: When a measure to send a Force to attack passes, those units are placed on the Commander's card, and he is immediately absent from Rome and placed overlapping the War. Forces already on the War without a Commander join his Force. Only the Field Consul, the Rome Consul and the Dictator (with the Master of Horse) can be sent to War. The Field Consul must be sent to War before (or at the same time as) the Rome Consul, but there is no such limitation as to the sequence in which the Dictator can be sent to War. These proposals may be made separately or in a package.

1.09.642 DEPARTURE OF A PRESIDING MAGISTRATE: Passing any measure sending the Presiding Magistrate to War ends the Senate Phase. Consequently, a player wishing to enact some other proposal during that Senate Phase may play a Tribune card before or during his turn to vote on sending the Presiding Magistrate away, not as a veto, but as a measure to suspend the vote until after his proposal has been acted upon. If the proposal put forth from this Tribune results in making the suspended Deployment proposal invalid (e.g., the troops no longer exist), the suspended proposal automatically fails.

1.09.643 MINIMUM FORCE: The Senate may not propose to send a Commander to fight a War without his consent unless the Strength of his Force (including his Military rating) (1.10.11, 1.10.12) is greater than or equal to the corresponding and applicable Land or Fleet Strength of the War (including any applicable Leader) (1.07.33, 1.07.332, 1.07.342). If, as a result of losses sustained in a previous turn, a Proconsul's Force falls beneath that of the opposing War, he has no such right of refusal and must attack again the following turn. [EXCEPTION: If the Proconsul has insufficient Fleet Support, no Legions when fighting a Land battle, or no Fleets when fighting a Naval battle, he will be recalled when the Senate Phase ends (1.09.9)]. The Senate may not recall Legions or Fleets from a Proconsul without his consent that will reduce the Strength of his Force to less than the corresponding and applicable Land or Fleet Strength of his War.

1.09.644 RECALL: The Senate may vote to recall or replace any Proconsul (1.10.8). If the vote succeeds, he returns to Rome. If recalled, place his Force in the Active Forces boxes. If replaced, place his Force, the replacement Commander, and any additional Force deployed with the new Commander onto the War. The Senate may also recall part of a non-rebel Force to the Active Forces boxes, leaving the rest with its Commander in the field, providing the recall follows the standard Minimum Force rules. (1.09.643). The Senate may recall all or part of a Force that has no Commander. The Senate may neither recall nor replace a Commander (or his Force) who was

deployed during the current Senate Phase, nor a Commander (or his Force) if he has already been reinforced in the current Senate Phase.

1.09.645 MULTIPLE FORCES: The Senate may send more than one Force under different Commanders to fight the same War. However, if they do so, each Force must attack separately, one at a time, until the War is defeated or all Forces have attacked. The advantage of sending separate Forces to fight a single War is that each Disaster and Standoff number (1.10.21, 1.10.31) can only be applied once a turn.

1.09.646 BASE PROVINCE STRENGTH AND GARRISONS: Each Province has a Base Land and Naval Strength, which depend on if the Province is Developed or not. These Base Province Strengths are defenses innate to the Provinces and can be enhanced by Garrisons (Advanced Rule 2.02 expands on the role of Provincial Forces). The Senate may vote to send one or more Legions to a Province (except one with a Rebel Governor) to augment its Base Land Strength. Once sent, they remain there until recalled and follow the Province to the Forum when it is up for reassignment. Garrisons cannot be recalled in the same turn they are deployed, or from a Province with a Rebel Governor. Garrisons are under command of the current Governor. The Senate pays Garrison Maintenance costs (1.06.53) unless the Province has a Rebel Governor. The only thing that Garrisoned Legions do (without using the Provincial Wars (2.02) and Rebel Governor (2.03) Advanced Rules) is protect the Province and Governor from dangerous Events (e.g., 1.09.6461). 1.09.6461 FRONTIER PROVINCES: Provinces with underscored names and black-bordered silhouettes are Frontier Provinces, which are susceptible to the Barbarian Raids Events (in the Middle and Late Republics) and should be Garrisoned accordingly.

1.09.647 REINFORCEMENTS: The Senate may send additional Forces to a Proconsul or a province without a Rebel Governor during the Senate Phase. If a Proconsul has no Legions left or insufficient Fleets to prosecute the War, he must be reinforced or he will be recalled at the end of the current Senate Phase. A Commander that left Rome in the current Senate Phase may not be reinforced.

15 1.09.7 ASSASSINS: Players may attempt to eliminate opposing Senators by announcing an Assassination attempt. It will be carried out by a specific Senator belonging to the player attempting the Assassination. The player making the attempt may add to their Assassination roll by playing one or more Assassin cards prior to the resolution (1.09.72), but possession of an Assassin card is not necessary to attempt an Assassination. Non-targeted Factions may not interfere with this attempt with their own Assassin or Bodyguard cards. No Faction may be the target of more than one attempt per turn, and no Faction may attempt more than one Assassination per turn. A Faction may not attempt to Assassinate one of its own Senators.

1.09.71 SENATE IN SESSION: Assassinations may be attempted only while the Senate is in session (i.e., in the Senate Phase) and only by and against Senators in Rome. Once the Senate is adjourned, it is no longer possible to attempt an Assassination during that turn. The timing of an Assassination attempt can be critical, so the players may want to agree beforehand on a short phrase (e.g., “die swine!”) that will mark the exact moment of the attempt. It will thus be easier to decide if a sole Consul was killed before he could finish announcing the appointment of one of his fellow Faction members as Dictator. No other card besides Assassin may be played between when the Assassination is called and when the 1d6 roll is made.

1.09.72 RESOLUTION: The Assassin announces the Senator making the attempt and his target before rolling 1d6. Results are found on the Assassination Table.

1.09.721 SUCCESSFUL ASSASSINATION: If the Presiding Magistrate dies, the vote continues with the next HRAO acting as Presiding Magistrate. A nominee up for an Major Office who is Assassinated

immediately cancels the current proposal and a new nominee (or set of nominees) must be provided by the Presiding Magistrate. The exceptions are Concession Assignments (1.09.61) and Consul for Life nominations (1.09.821), which can only be proposed once a turn. If the Prosecutor dies, the Prosecution is cancelled but still counts towards the Censor's limit. If the Censor dies during the Prosecution step, the current Prosecution is cancelled and no more Prosecutions are possible. A Senator's vote is counted even if he is dead by the end of the vote (as long as he voted before he died). A Land Bill vote is never cancelled by the death of a Senator, whether he is Sponsor or Co-Sponsor.

**1.09.73 BODYGUARDS:** If the target Senator has one or more "Secret Bodyguard" cards, he may announce after the roll how many of those cards he will play to defend against the Assassination attempt. Each Bodyguard so used subtracts 1 from the roll and is discarded after use. The Open Bodyguard card must be in play prior to an Assassination attempt to have any effect. If the Assassin is not caught, for each Bodyguard card played, the Assassin must roll again with all applicable modifiers solely to determine if he is caught. It is therefore possible for the first roll to kill the victim and a subsequent roll to result in the Assassin's capture.

**1.09.74 PUNISHMENT:** A caught Assassin is killed. In addition, his Faction Leader loses 5 Influence and, if he is in Rome, is the subject of an immediate Special Major Prosecution, in which he **MUST** make a Popular Appeal (1.09.421). However, instead of modifying the Popular Appeal roll by his own Popularity, he must subtract the Popularity of the target Senator. So, if the target had negative Popularity, add it to the roll. The Censor is Presiding Magistrate for this Prosecution, even if he is the Accused Faction Leader. If there is no Censor, the current Presiding Magistrate runs the vote. Neither a Prosecutor nor an Advocate is selected for this Prosecution. Influence of the Accused is counted as normal. A Special Major Prosecution cannot be vetoed. A Special Major Prosecution only temporarily suspends the current proposal; the proposal continues after the Prosecution is resolved, if possible. If the Faction Leader is found guilty he is killed and any Family card belonging to the Faction Leader goes to the bottom of the Curia. If guilty, in addition to his own death, a number of Mortality Chits equal to the target's Popularity (if positive) are drawn, and other members of the Assassin's Faction currently in Rome whose chits are drawn are also implicated and killed. If the caught Assassin was the Faction Leader he is automatically killed, and any Family card belonging to the Faction Leader goes to the bottom of the Curia. There is no Special Major Prosecution but chits are drawn as above to implicate additional Faction members. The Faction is eliminated if it loses its last Senator via Punishment for trying an Assassination (1.05.4).

**1.09.8 MISC SENATE RULES:** The following proposals and rules apply alongside the routine procedures of the Senate Phase.

**1.09.81 REPOPULATING ROME:** Whenever the number of Aligned Senators currently in Rome is below 8 during a Senate Phase, the top Senator card in the Curia is promoted to active status in the Faction of the player with the fewest total Senators. Ties are resolved in favor of the player with the least total Influence currently in Rome, with further ties being broken by a dice roll. Such promotions continue until the number of active Senators in Rome reaches 8 or the Curia is empty. If the Curia has no Senators, those in the Forum can be substituted. The choice of which of the available Senators to take is up to the receiving player. If no further Senators are currently available in either the Curia or the Forum, no such promotion occurs.

**1.09.82 CONSUL FOR LIFE:** If a Consul for Life is elected or appointed, his player controls all nonrebel Factions during the Senate Phase and will win the Game should the Consul for Life survive to the end of the Game (1.12.2), unless all players lose (1.12.1) or a Rebel wins first (1.12.2, 1.12.3).

**1.09.821 CONSUL FOR LIFE (ELECTION):** At any time during the Senate Phase following the Consular elections, the Presiding Magistrate, or a player using a Tribune, may nominate any Aligned Senator in Rome with at least 21 Influence “Consul for Life”. The exception to this is it cannot be proposed while the Censor is Presiding Magistrate during Prosecutions. The nominee may already hold an office. For this vote, the nominee may add his Influence to his vote total. Consul for Life can be proposed only once per turn and cannot be vetoed. If a Tribune is used to propose Consul for Life, it may, however, be cancelled by an appropriate Intrigue card (e.g., Graft). Assassination attempts may take place during such a vote, but once elected or appointed, the Consul For Life cannot be assassinated, not even by a Senator belonging to the Rebel Faction.

**1.09.822 CONSUL FOR LIFE (APPOINTMENT):** If at any time in the Game an Aligned Senator is in Rome and has at least 35 Influence, and the Military Reforms Law (Middle Republic) is not already in place, he immediately becomes the Consul for Life. If two or more Senators qualify in the same turn, the one exceeding 34 by the most is the Consul for Life. If equal, the Senator belonging to the Faction with the most combined Influence is Consul for Life. Achieving Consul for Life in this manner is an automatic appointment – there is no chance for an Assassination attempt. In the exceedingly rare event that Senators are both elected and appointed Consul for Life in the same turn, the elected one ceases to be Consul for Life.

**1.09.823 CONSUL FOR LIFE END GAME:** If a Senator is elected or appointed Consul for Life, the player who controls him takes over all non-rebel Factions during (only) the Senate Phase, playing them and making all decisions for them. Players regain control of their Factions (in the Senate Phase) if the Consul for Life dies. Consul for Life is not an office, even though it uses a similar marker. Being Consul for Life does not make the Senator the HRAO or the Presiding Magistrate. The player may look at non-rebel players’ hands in the Senate Phase, but may not play any of their cards. The player may not force other Factions to make Assassination attempts or Public Agreements, or vote against a Land Bill. The Consul for Life may not become a Rebel (1.11.3, 1.11.32), although he may be in the Rebel Faction. A Faction with the Primary Rebel may vote normally and conduct Assassinations (but not against the Consul for Life). The Republic may collapse (1.12.1) or the Primary Rebel can still win (1.12.2) in the turn in which the Consul for Life is elected or appointed – otherwise the player who controls the Consul for Life will win at the end of the Game (1.12.2, 1.12.3), if the Consul for Life survives until then.

**1.09.83 MINOR MOTIONS:** Any player (i.e., not only the Presiding Magistrate) may make gratuitous motions to enhance the atmosphere of the Game or inform players of his desire or dislike for a certain course of action. Passage of Minor Motions has no Game impact. Defeat of a Minor Motion carries no loss of Influence penalty to the initiator of that motion. Votes of censure or gratitude, reprimands, personally insulting proposals, etc., can all be appropriate.

**1.09.9 AUTOMATIC RECALLS:** Once the Senate is closed, all Proconsuls who have insufficient Fleet Support, no Legions when fighting a Land Battle, or no Fleets when fighting a Naval Battle are automatically recalled. Any Force without a Commander is also automatically recalled at this time. Fleet Support is not required for the automatic recall of Legions.

**1.10.1 WAR:** Commanders on Wars now fight battles. Resolve Wars in the order in which the Senate dispatched the Commanders who were placed last on each War. Break ties with high rolls on 2d6 between Commanders who were sent simultaneously to different Wars. Resolve all battles against each War before resolving the next War. If more than one Commander is on the same War, they may choose to attack in any order. If they cannot agree, attack in order of highest rolls on 2d6. Each

Commander on a War must attack unless his War is eliminated before he fights it. Rome is always the attacker.

**1.10.11 LAND BATTLES:** Land Battles may only be fought if enough Fleets are present to meet or exceed the Fleet Support of the War. In Land battles the Commander adds his Military rating to the Strength of his Army. Army Strength equals the number of Legions in the Army with Veteran Legions (1.10.5) counting double. The points added by the Commander's Military rating cannot be greater than the Strength of his Army. From this he subtracts the Land Strength number of the War (the number next to the Swords icon), which may be modified by the presence of a Matching War (1.07.332) or Leader (1.07.342). To this number is added 3d6, and the result is located on the Combat Results Table to determine the outcome (see also 1.10.21 and 1.10.31).

**1.10.12 NAVAL BATTLES:** Those Wars that show a Fleet Strength (i.e., a number next to the Ship icon) require two separate battles, one Naval Battle and one Land Battle. The enemy Fleet Strength must be defeated before his land Forces may be attacked. A Naval Battle is the same as Land Battle except the number of Fleets, rather than Legions, is counted. War cards whose Fleets have been defeated are marked with a Naval Victory marker. Once the enemy Fleets are defeated, any Legions still present may (at the discretion of the Commander) immediately attack the Land Strength of the War (1.10.11) in the same Combat Phase, provided there are still sufficient Fleets in the Force to support the Army and the Commander was neither killed (1.10.7) nor captured (1.10.71) in the Naval Battle. Even if the Land Battle is not won, the Naval Battle need not be re-fought in subsequent turns. The War can be won in subsequent turns by defeating only the enemy Land Strength. The Senate may decide to send no Legions to conduct such a War, endeavoring to defeat the enemy Fleets in one turn and its Land Strength in a subsequent turn. If Rome sends a Fleet with no Legions, the Commander and his Force return to Rome immediately if he achieves a "Victory" result. If the Senate attempts to win both the Naval and Land Battles in the same turn, it must send a combined Force of Fleets and Legions, and must first defeat the enemy fleets. Accompanying Legions could be lost in the ensuing Naval Battle (1.10.61).

**1.10.2 DEFEATS:** A result of "Defeat" means the Roman Commander and his Master of Horse (if present) are killed and their Force returns the number of Legions and Fleets (if present) indicated on the Combat Results Table to the Force Pool. Surviving Forces remain on the War card until the next Senate Phase, when they may be recalled or reinforced. The Unrest Level is immediately increased by 2.

**1.10.21 DISASTERS:** Each War and Leader has a black Disaster number following a D on the right side of the card. If this number is rolled prior to any die roll modification while resolving combat (even if the number is also a Standoff number, 1.10.31), the Combat Results Table is ignored, and the Battle is an automatic "Disaster", causing loss of half (fractions rounded up) of all participating Roman forces. Each Disaster/Standoff number can only be applied once per turn per War, even if the same number appears on both a War and its Leaders. Fleet and Legion losses are each halved and rounded up separately. The Unrest Level is increased by 1. The Roman Commander remains in command as Proconsul unless he becomes a Secondary Rebel (1.11.32), is recalled (1.09.644), killed (1.10.7), or captured (1.10.71).

**1.10.3 STALEMATES:** A result of "Stalemate" means the War is undecided. The Roman Force loses the number of Legions and Fleets (if present) indicated on the Combat Results Table to the Force Pool. Surviving Forces remain on the War card until the next Senate Phase, when they may be recalled or reinforced. There is no effect on the Unrest Level. The Roman Commander remains in command as



Proconsul unless he becomes a Secondary Rebel (1.11.32), is recalled (1.09.644), killed (1.10.7), or captured (1.10.71).

**1.10.31 STANDOFFS:** Each War and Leader has one or two gray Standoff numbers following an “S” on the right side of the card. If these numbers are rolled prior to any die roll modification while resolving combat (and it is not also a Disaster, see 1.10.21), the Combat Results Table is ignored, and the Battle is an automatic Standoff, causing loss of one quarter (fractions rounded up) of all participating Roman Forces. However, each Disaster/Standoff number can only be applied once per turn per War. Fleet and Legion losses are quartered and rounded separately. There is no effect on the Unrest Level. The Roman Commander remains in command as Proconsul unless he becomes a Secondary Rebel (1.11.32), is recalled (1.09.644), killed (1.10.7), or captured (1.10.71).

**1.10.4 VICTORY:** A Land “Victory” lowers the Unrest Level by 1 and eliminates the War. Any other Commander on the War besides the victorious Commander returns to Rome and returns his Force to the Active Forces boxes. A Naval “Victory” also lowers the Unrest Level by 1 and results in a Naval Victory marker being placed on the War. The Roman Force loses the number of Legions and Fleets (if it has them) indicated on the Combat Results Table, and the surviving Force remains on the Commander’s card, if the Commander survives (1.10.7). If a victorious Commander dies, his Force returns to the Active Forces boxes. In some cases one or more Provinces will be created and placed in the Forum. The victorious Commander increases both his Popularity and Influence by half (fractions rounded up) of the unmodified (i.e., printed, so do not include Leader or Matching War modifiers) Land or Fleet War Strength number (or both, if both were defeated in this turn by the same Commander). Increase the State Treasury for Spoils of War by an amount equal to the number inside the Coin on the bottom right of the card (except for Naval Battles). Revolts do not yield Spoils of War.

**1.10.5 VETERANS:** One Legion from among the survivors of a Land Battle that is a Stalemate, Standoff, or Victory is transformed into a Veteran Legion by flipping it to its Veteran side. A Senate Legion in a Senate Victory (1.11.371), a Rebel Legion in a Senate Defeat (1.11.373), and one surviving Legion (if any) on each side in a Civil War Stalemate (1.11.372) becomes Veteran. Veterans are not created in Naval Battles. The corresponding Legion Allegiance marker is placed on the Commander’s card until he dies or the Legion is eliminated. The Legion will remain a Veteran Legion until eliminated, raised while disbanded (2.04.3), or its Senator dies while it is disbanded (2.04.2), even if placed under another Commander. Veteran Legions count double in combat regardless of which Senator owns their Allegiance.

**1.10.6 TAKING LOSSES:** Units removed are chosen at random.

**1.10.61 LAND LOSSES:** When both Veteran and normal Legions are involved, the units eliminated must be drawn at random from among those present. If Land Forces accompany Fleets on a Naval Battle, the Land Forces take losses normally. The Commander, regardless of the Battle result, immediately loses 1 Popularity for every 2 Legions (but not Provincial Armies) lost (round down).

**1.10.62 NAVAL LOSSES:** Fleet losses always apply if Fleets are in the Commander's Force. Commanders never lose Popularity as a direct result of losing Fleets or Provincial Fleets, unlike Legions.

**1.10.7 COMMANDER DEATH:** In any battle other than Defeat, draw a number of Mortality Chits (1.05.21) equal to the number of units lost. If a number belonging to the present Commander or Master of Horse is drawn, that Senator is killed (1.05.3) or captured (1.10.71). In a Senate Victory, Civil War Stalemate, or Senate Defeat (1.11.37), draw a number of Mortality Chits equal to the units

lost from (only) the Senate Force, but these chits can affect either side. Mortality Chits belonging to other Senators have no effect. A Commander who loses his entire Force is not necessarily harmed as a result of losses taken, unless it was a Defeat or his Mortality Chit has been drawn as a result of losses taken. If the Master of Horse has been killed or captured, the Dictator may not appoint another unless he is reelected or re-appointed as Dictator. If the Dictator is killed or captured and the Master of Horse survives and is not captured, the Master of Horse returns to Rome and keeps his Master of Horse office. If Provincial Forces (2.02) or Rebel Governor (2.03) Advanced Rules are being used, a Governor can also be killed in this manner.

1.10.71 CAPTURE: If the last Mortality Chit drawn for Commander Death would kill the Commander or Master of Horse, two or more chits were drawn, and the battle was a Disaster, Stalemate, or Standoff, the Senator is captured instead of being killed. Captives lose all future Revenue and have their Personal Treasuries frozen except for purposes of paying the Ransom. A Captive keeps his office (provided he is returned before his term expires) and does not become a Proconsul. A Captive's Influence does not count towards that Faction's total for purposes of winning the Game, but a Consul for Life who is captured may still win the Game (1.12.2). Captives are subject to normal Mortality Chit and Foreign Epidemic draws. The Captive may still restrict the play of a Statesmen card of the same ID#. If a Dictator or Master of Horse is captured see 1.10.7. The Captive is subject to Ransom. The Ransom amount is 10 Talents or 2 Talents per Influence of the Captive, whichever is greater. Ransom money can be paid from the Captive's Personal Treasury and/or his Faction Treasury. Ransoms may be paid at any time prior to defeat of the War, or prior to the next Forum Phase in the case of Barbarian Raids. Captives always return to Rome when Ransomed; they are killed if their War is defeated, discarded, or otherwise returned to the deck.

1.10.8 PROCONSUL: A Commander who survives a non-victorious battle, or who gains a Naval Victory but does not fight a Land Battle despite the Senate having included at least one Legion in his Force, and is not captured, becomes a Proconsul and immediately receives a Prior Consul marker (unless he already has one). He remains in command of his Force and away from Rome unless he becomes a Secondary Rebel or is recalled by the Senate during a Senate Phase (1.09.644). He may remain Proconsul as long as he retains his command against the War he was originally sent to fight. This is the only case in which a Commander other than the current Consuls or Dictator may command non-rebel Forces [EXCEPTION: Governors in the Advanced Game (2.02)]. If a Dictator is made Proconsul, his Master of Horse returns to Rome and keeps his office. There is no limit to the number of Proconsuls that can exist. A Proconsul is not a Consul. Proconsul is a Major Office.

1.10.9 UNPROSECUTED WARS: An Active War is considered "Prosecuted" if at least one of the following requirements is met:

- A Land Battle was fought against the Active War this turn and the Active War ended the Combat Phase with at least one Legion and the required minimum Fleet Support; or
- A Naval Battle was fought against the Active War this turn and the Active War ended the Combat Phase with at least one Fleet and/or a Naval Victory marker.

If neither of these requirements is met, the Active War (including a Civil War, 1.11.3) is moved to an "Unprosecuted War" space of the Forum at the end of the Combat Phase. The only effect is that the Unrest Level is increased by 1 for each Unprosecuted War at the start of every Population Phase (1.08.11). Since a War can only be moved to an Unprosecuted War space during the Combat Phase, it is not Unprosecuted in the Population Phase of the turn in which it is drawn (or the turn after it is created, in the case of a Civil War).

## 1.11 REVOLUTION PHASE

1.11.1 PLAY STATESMEN/CONCESSIONS: First, all players may trade (or give away) Faction cards (1.04.5). Then, starting with the HRAO and proceeding clockwise, each player may play any of his or her Statesmen (1.07.312) and/or Concessions (1.07.32). Statesmen and Concessions can be played in the same phase in which they are received in trade. Statesmen and Concessions can be played even if the target Senator is not in Rome.

1.11.2 EXCESS FACTION CARDS: Next, each player must discard Faction cards until there are no more than five in his or her hand.

1.11.3 DECLARATION OF CIVIL WAR: Starting with the HRAO and proceeding clockwise, each Commander who gained a Land Victory in this turn (including a Senate Victory) must either lay down his command (i.e., return his Force to the Active Forces boxes and return to Rome) or declare himself in Revolt. If the Rebel Governor Advanced Rules (2.03) are being used, a Governor may also declare his Revolt now. For the specific purpose of determining the order of declaration, assume that all Senators in play are in Rome. Only one Faction may be in Revolt at a time. Should a Faction that wishes to Revolt field a stronger Army (inclusive of the respective Commanders' Military ratings) than that of a previously declared Rebel, the initial Rebel's declaration is ignored, and the player with the stronger Army is considered in Revolt instead. Once a Primary Rebel has been determined, no other player may Revolt until that Rebel has been killed (1.11.371, 1.11.372). Unless the Primary Rebel is a Governor (2.03), he is now "Marching on Rome." Since it is assumed that the Commander has already returned to Italy with his Army, Fleets play no role in a Civil War and any Fleets that started with the Commander immediately return to the Active Forces boxes upon declaration. [EXCEPTION: Rebel Governor Advanced Rule (2.03)]. The Army of the Primary Rebel or Governor is an Active War until the Rebel dies or achieves one of his Winning Conditions (1.12.2).

1.11.31 ROLLING FOR LEGIONS: Before announcing his decision, a Commander considering Revolt may roll 1d6 for each Legion in his current Army (unless they are Veteran and owe Allegiance to the Commander) to determine if it will follow him. A result  $\geq 5$  is required for a Legion to follow the Commander during the Early Republic. The number is lowered to  $\geq 4$  in the Middle Republic, and to  $\geq 3$  in the Late Republic. Before making the first die roll, he may irrevocably spend money from his Personal Treasury (or the Personal Treasury of his Master of Horse with his consent) to buy modifications to those die rolls. For each Talent spent, the Commander may add 1 to the die roll of one Legion. Only one Talent may be spent on each Legion. Veteran Legions owing their Allegiance to the Commander and Garrisons and Provincial Forces of a Governor (2.03) follow their Commander automatically. Veteran Legions owing their Allegiance to any other Senator must still roll a die and do not automatically follow the Commander. Legions that do not follow the Commander return to the Active Forces boxes.

1.11.32 SECONDARY REBELS: After a Primary Rebel has been determined, each other Senator in his Faction must immediately declare his loyalty to the State or join him in Revolt. A Master of Horse may (not must) become a Secondary Rebel only if he is in the same Faction as a Rebel Dictator. This allows the Master of Horse to continue to add his Military rating to the Dictator's Military Strength (i.e., after they have lost their offices) unless either is a Captive. If the Dictator goes into Revolt and the Master of Horse does not, and the Master of Horse is not a Captive, he returns to Rome (if away) and keeps his Master of Horse office. Senators who remain loyal to the State may continue to function and collect Revenue normally. Those who join the Revolt leave Rome and share the fate of the Primary Rebel should he be killed (1.11.372). The Primary Rebel can use any money in the Secondary Rebels' Personal Treasuries as if it were his own. Governors that join the Revolt keep their

Provinces, but except for Veteran Legions owing Allegiance to Senators, in the Basic Game, Garrisons of Rebel Governors are not available to (and do not require maintenance from) the Primary Rebel or the Senate. Secondary Rebels with independent commands may not contribute other Forces to the Primary Rebel at this time and must return their non-Garrison Legions and Fleets to Senate control (to the Active Forces boxes if Victorious). [EXCEPTION: Rebel Governor Advanced Rule (2.03)]

**1.11.33 MARKERS AND INCOME:** Once the Primary and all Secondary Rebels are determined, each Senator in Revolt returns his Concessions to the Forum, loses all of his Knights and offices (except Governorships), and gains a Rebel marker. Rebels forfeit all future Personal Revenue (1.06.1). In the Basic Game, a Governor in Revolt may not take any Provincial Spoils (1.06.13), and Rebel Provinces do not produce State Income (1.06.51). A Senator in Revolt may not receive money directly from any Faction Treasury or any loyal Senator's Personal Treasury; however, loyal Senators of his Faction may still contribute to the Rebel Senator's Faction Treasury.

**1.11.34 VETERAN LEGION ALLEGIANCE:** If any Rebel (except a Rebel Governor, if using 2.03) owns the Allegiance of any active Veteran Legions, they desert to (i.e., follow, as in 1.11.31) the Primary Rebel (regardless of where they are, except in the Bank (2.04.2)) immediately after Secondary Rebels are determined (1.11.32). If there are Veteran Legions of a loyal Senator in a Rebel Army or a Rebel Garrison, the loyal Senator may instruct his Veteran Legions to desert to a Senate Army sent to fight the Rebel Army, or to the Active Forces boxes, at any time after the Primary Rebel has been determined (1.11.3).

**1.11.35 MAINTENANCE:** Rebel Legions & Fleets cost 2 Talents per turn to maintain and must be paid before the Redistribution of wealth occurs (1.06.3). The Rebel Senator can pay this from his Personal or Faction Treasury (or the Personal Treasuries of Secondary Rebels). Rebel Governors may collect Provincial Spoils from Provinces, as well as all State and Local Taxes as Personal Revenue before paying maintenance costs (Advanced Rule 2.03.5). Veteran Legions owing Allegiance to any Rebel Senator (and all Garrisons of Rebel Governors in the Basic Game) require no maintenance, while Veteran Legions owing no Allegiance must be maintained normally. If the Rebel cannot pay the required maintenance during the Revenue Phase, he must release the Legions and Fleets he cannot afford. Any Legions or Fleets that are released in this manner immediately return to the Senate. If the HRAO does not wish to pay the maintenance costs of these Forces, or if the Senate cannot afford them, they are immediately eliminated (1.06.53).

**1.11.36 COMBAT REQUIREMENT:** During each Combat Phase in which there is a Rebel Marching on Rome, the Primary Rebel must fight the Army deployed by the Senate against him. If the Senate fails to deploy an Army against him (1.09.64), his coup is successful (1.12.2) and he wins the Game, provided he and the Republic survive until the end of the Combat Phase (1.12.3).

**1.11.37 COMBAT RESOLUTION:** The Senate is the attacker and the Rebel the defender. The normal combat procedure is followed (see 1.10.11). The Strength number of the defender is the Strength of the Legions in his Army plus the Military rating of the Primary Rebel (which can never be higher than the Strength of his Army). If the Primary Rebel was Dictator when declared in Revolt and his Master of Horse joined him as a Secondary Rebel, the ex-Master of Horse may add his Military rating to the ex-Dictator's Military rating. Any combat losses called for by the Combat Results Table are applied to both armies, except, in any "Defeat" result, the Rebel Army suffers no losses. Mortality Chits drawn for losses can affect either Commander, and any Master of Horse and Rebel ex-Master of Horse.

**1.11.371 SENATE VICTORY:** A result of "Victory" means the Revolt has failed, all Rebel Senators are killed and all surviving Rebel Legions and Fleets are returned to the Active Forces boxes. Lower the

Unrest Level by 1. The Commander of the Senate's Army increases both his Popularity and Influence by half of the Strength number (1.11.37) of the Rebel Army he defeated (including the Rebel Commander's MIL rating, round up). A Rebel is considered defeated (i.e., the Revolt fails, 1.11.372) if all his Legions are destroyed through combat losses or he is killed by any Mortality Chit draw; however, this cannot count as a Victory (for Popularity, Influence, and ability to declare himself in Revolt) for the Senate Commander unless he achieved a "Victory" on the Combat Results Table.

1.11.372 CIVIL WAR STALEMATE: "Stalemate" means the Revolt is undecided and must be continued during the next Combat Phase. The Unrest Level is unchanged. If all the Senate Armies are destroyed through combat losses, the Rebel does not win and the Senate will have a chance to attack him again next turn. If the Primary Rebel is killed in battle (1.10.7) or through a Mortality Chit draw (1.05.21), the Revolt fails. When a Revolt fails, all Secondary Rebels are killed, any surviving Rebel Forces (including Garrison Legions in Rebel Provinces) are returned to Senate control (i.e., place them in the Active Forces boxes), and any Senate Armies that had not achieved a "Victory" but were still facing Rebels return to Rome.

1.11.373 SENATE DEFEAT: "Defeat" means the Senate Commander and his Master of Horse (if present) are killed. All surviving Senate Armies (not Garrisons) return to the Active Forces boxes and the Rebel Army suffers no losses. If the Primary Rebel dies in this battle, the Revolt fails (1.11.372) and the game continues. Whether the Rebel survives or dies, the Unrest Level is unchanged.

1.12 VICTORY CONDITIONS Each Losing Condition takes precedence over all Winning Conditions.

1.12.1 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 (1 or 2 from 1.12.2).
2. A result of "People Revolt" is obtained during a Population Phase (1.08.2) with no Senator in Revolt.
3. The State Treasury goes Bankrupt (i.e., the State is unable to pay for something when required) (1.06.53, 1.07.21) with no Senator in Revolt.

1.12.2 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 (1.11.373) without dying in that battle (1.10.7), or the Senate fails to attack his Army in a Combat Phase (1.11.36). Proceed to the Rebel End Game (1.12.3).
2. The State Treasury goes Bankrupt (1.06.53, 1.07.21) or the People Revolt (1.08.2) while a Senator is in Revolt. Proceed to the Rebel End Game (1.12.3).
3. A Forum Phase ends in which the Era Ends card was revealed. If a Consul for Life (1.09.82) 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 (1.09.821) or appointed (1.09.822) Consul for Life (1.09.823) 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 (1.10.71).

1.12.3 REBEL END GAME: If there are fewer than 4 Active Wars immediately after a Rebel achieves either of his Winning Conditions (1 or 2 from 1.12.2), 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 Force. 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 from 1.12.2, 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 (1.11.372) and the game continues.]

1.13 ADDITIONAL CARD NOTES 1.13.1 VATINIAN LAW: During the Revenue Phase, a Province controlled by a Legate is treated exactly the same as if that Governor were present. Governors may not move between their Province(s) and the Senate. Governors may never move to their Province(s) while holding a Major Office. Corrupt Governors using Legates are eligible for a Minor Prosecution for each Province in which Provincial Spoils were taken and may only be Prosecuted the turn they take it while in Rome. There is no marker for Governors that are ruling via Legates; it is suggested that you place a Negative Number marker on the Province to indicate that the Governor is not present.

- Provincial Wars Advanced Rule (2.02): If a Governor is not physically present in a province, he may not add his Military rating to a battle.

- Rebel Governor Advanced Rule (2.03): If the Governor of more than one Province Rebels, he must pick the current Province he is in. The remaining Provinces return to the Forum.

1.13.2 INCREASED RHODIAN INVOLVEMENT: The 12 fleets received are not cumulative with the 8 fleets received for RHODIAN MARITIME ALLIANCE. Instead, 4 additional fleets are received.

1.13.3 CN. POMPEIUS MAGNUS: Pompey's MIL is 2 when considering Force Strength for Dictator requirements (1.09.3) and for determining the Primary Rebel (1.11.3).

## 2 ADVANCED RULES

The following Advanced Rules are available for a Game of REPUBLIC OF ROME. Players may mix and match these rules as they see fit. The overview of each rule provides information on the complexity and recommendations on when they should be used.

### 2.01 PONTIFEX MAXIMUS

2.01.1 OVERVIEW: The Pontifex Maximus is a Major Office that allows the holder to assign Priesthoods and veto proposals without a Tribune. This Advanced Rule adds minimal complexity and is highly recommended.

2.01.2 ELECTION: Unlike normal offices, the Pontifex Maximus office is held for life unless it is stripped by a Senate vote or multiple Evil Omens. If, during the Senate Phase, no Senator holds the

Pontifex Maximus office, a Pontifex Maximus is elected immediately after the two Consuls but before a Dictator appointment or election, to look after Rome's religious affairs. The candidate must be an Aligned Senator in Rome. The elected Senator places the Pontifex Maximus marker on his card and increases his Influence by 5, but gains no further Influence in succeeding turns for holding the office.

**2.01.3 PRIESTHOODS:** During the Senate Phase of each turn, except during a vote, the Pontifex Maximus may assign or reassign a Priesthood to any one Senator present in Rome, unless there are no Senators left without a Priest marker. He may not assign or reassign a Priest to himself. A Priesthood is a minor office.

**2.01.31 INFLUENCE:** The announcement of the new Priesthood may be made at any time during the Senate Phase, and the nominee immediately places a Priest marker on his card and increases his Influence by 1. A Senator may hold only one Priest marker, but this does not bar him from holding any other office. When a Priesthood is reassigned or lost by going into Revolt, the Senator who loses the office must decrease his Influence by 1 (to a minimum of 0).

**2.01.32 PRIEST BATTLE INFLUENCE:** Every Priest receives one extra vote when voting on a proposal that will send Forces against a War or recall/retain their Commander. This does not include any proposals that only contain the deployment of Garrisons or Governors.

**2.01.4 PONTIFEX MAXIMUS BATTLE INFLUENCE:** The Pontifex Maximus doubles his personal votes (including those of his Knights but not those bought with Talents) when voting on any proposal that will send Forces against a War or recall/retain their Commander. This does not include any proposals that only contain the deployment of Garrisons or Governors.

**2.01.5 VETO:** Once each Senate Phase during or prior to his Faction's turn to vote, the Pontifex Maximus may cast a veto without the use of a Tribune card. He can veto (but not propose) anything that could normally be vetoed with a Tribune.

**2.01.6 COLLECTIONS:** During the Revenue Phase, the Pontifex Maximus receives 1d6 Talents in addition to his normal base income (1.06.11).

**2.01.7 EVIL OMENS:** When the Evil Omens Event is drawn, the Pontifex Maximus must pay the 20 Talent cost from his Personal Treasury. If he cannot pay the 20 Talents or if a second Evil Omens occurs in the same turn, he is stripped of his Major Office, gets a Major marker, and loses 5 Influence (to a minimum of 0). If he is unable to pay the full Evil Omens cost, the difference plus a 10 Talent fine is levied on his Faction Treasury (payable to the Bank). If the Faction Treasury has insufficient funds, what money there is in that Treasury is lost, and the Faction Leader may also be the subject of a Major Prosecution during the following Senate Phase, in addition to any regular Prosecutions the Censor may wish to conduct. The State must pay any shortfall in the Evil Omens cost (excluding the Faction fine) not paid by the Pontifex Maximus or his Faction.

**2.01.8 RECALL:** The Pontifex Maximus may be stripped of his Major Office during any Senate Phase during Other Business (1.09.6) by a simple two-thirds majority of votes cast. He may not veto that proposal with the Pontifex Maximus veto ability, although any player (of his or another Faction) wielding a Tribune may. If recalled he loses 5 Influence (to a minimum of 0). Existing Priests are not affected in any way by the recall or death of the Pontifex Maximus.

**2.02 PROVINCIAL WARS 2.02.1 OVERVIEW:** Provincial Governors may now raise/maintain local Forces and command Garrisons, which may be used to defend the Province from attacking Wars. This Advanced Rule adds a medium level of complexity. The Provincial Wars rules should only be used once players have a good understanding of the Basic Rules.

**2.02.2 TAXES:** The Provincial Spoils (1.06.13) and State Income (1.06.51) derived from Provinces remains the same as in the Basic Game. However, an additional Local Tax income is generated immediately after the State pays its debits (1.06.53) in the Revenue Phase for the purpose of raising Provincial Forces. Local Taxes may be supplemented by the Governor, but are never decreased or stolen. Local Taxes must be spent the turn they are generated and cannot be saved.

**2.02.3 FORCES:** The Province's Governor spends the Talents raised by Local Taxes immediately after the State pays its debits (1.06.53) in the Revenue Phase. It costs 10 Talents to build an Army or Fleet. He must build as many Forces as possible, but may choose the types. An Unaligned Governor will raise Forces in equal proportions, with Armies getting preference in the case of an odd number of builds. The maximum number of Provincial Forces that each province may raise is defined on the Province card. Note builds by adjusting the Provincial Forces dials on the Province card. Provincial Forces cost nothing to maintain unless controlled by a Rebel (Rebel Governor Advanced Rule 2.03).

**2.02.31 GARRISONS:** As in the Basic Game, the Senate may, as a normal Force deployment proposal (1.09.646), send Legions to a Governor to serve as a Garrison that will stiffen a Provincial Army. Garrisons require maintenance by the Senate, not the Province.

**2.02.32 PROVINCIAL ARMY STRENGTH:** Provincial Armies are counted at full value as long as a Garrison or Rebel Legion accompanies them at the start of the battle. Otherwise, Provincial Armies count as half (fractions rounded up) a Legion. Note that the Base Province Strength (1.09.646) of a Province is considered separately from Provincial Armies and is not halved.

**2.02.4 PROVINCIAL WARS:** Whenever an Active War appears that names Provinces under "Attacks", those Provinces are considered under attack (if they exist and are loyal to Rome). All of these listed Provinces lose all Provincial Spoils (1.06.13) and all Taxes (1.06.51, 2.02.2). They may maintain their existing Provincial Forces for free, but may build no new ones. At the end of any Combat Phase, but before Unprosecuted Wars are moved to the Unprosecuted Wars spaces (1.10.9), the first Roman-controlled Province for each War must attack that War (unless a Roman Force sent by the Senate this turn has achieved a Stalemate, Standoff, or Victory against it). If multiple Provincial Wars exist, randomly determine their resolution order (1.04.8).

**2.02.41 COMBAT:** The Roman-controlled Province must attack the War, plus any Matching Wars, with Strength equal to its Base Province Strength and Garrisons (1.09.646), plus its Provincial Army Strength (2.02.32), plus the Military rating of its Governor. If the War requires only a Land Battle, Provincial Fleets are not required but must be fully committed to battle, if available (i.e., they may take losses). If the War requires Fleet Support, a Province lacking the necessary Fleets to support its battle against a War must still attack, but any "Victory" result obtained is treated as a "Stalemate" instead (losses remain the same). Any War requiring a Naval Battle that cannot be fought results in an automatic "Defeat." Combat is resolved in the normal fashion, except for Losses (2.02.411).

**2.02.411 TAKING LOSSES:** It takes 2 Provincial Armies to satisfy 1 combat loss, unless a Garrison Legion was present at the beginning of the battle (in which they count as 1 loss each). Provincial Fleets take losses normally. When eliminating Forces consisting of a combination of Garrison Legions and Provincial Armies, 2 Provincial armies are always lost first, followed by 1 random Garrison Legion. Continue with the 2 Provincial, 1 Garrison pattern until the required number of losses has been taken (e.g., 8 losses will equate to 6 Provincial Armies and 2 Garrison Legions).

**2.02.412 DEFEAT:** A "Defeat" in a Land or Naval Battle results in the death of the Governor. The Province becomes allied with the victorious War, combining with it to increase the Strength of the latter by the printed Strength of the Province card and all remaining Provincial Forces. Any surviving



Roman Forces are returned to Rome. However, because this was a Provincial Defeat rather than a Roman Defeat, the Unrest Level is not further affected. The surviving Provincial Forces increase the Strength of the War by one for each Army/Fleet but are not affected by multipliers for Matching Wars. These Provincial Armies/Fleets must be removed as losses first (at normal, not double, rate) in any subsequent battles. They must match Roman/friendly Provincial losses on a one-to-one basis in Stalemates/Standoffs and Naval Victories. However, they take no losses as a result of Roman/Provincial Defeats/Disasters. The Province may not build additional Forces while allied with a War. Once this War is defeated by a nonGovernor Commander, it returns to the Forum all allied Provinces, now to its Undeveloped side, and with no Provincial Forces.

2.02.413 STALEMATE/STANDOFF: A result of “Stalemate” or “Standoff” is treated as no effect other than the loss of any called for Provincial Forces and the resulting Mortality Check for the Governor. The War is still considered Unprosecuted.

2.02.414 VICTORY: A result of “Victory” in a Land Battle (or a Naval Battle if the War has no Land Strength) by a Governor turns the War into an Inactive War, provided there is presently no Active Matching Wars or Leader in the Forum. If this War has allied Provinces augmenting its Strength, these Provinces stay allied until defeated by a non-Governor Commander. In this case, the defeated War does not incur an Unprosecuted War penalty during the Population Phase. It will stay Inactive until attacked by Rome or made Active by another Matching War or Leader. If there is already an Active Matching War or Leader in the Forum, the War is shuffled into the top six cards of the deck. If there are only six cards left, it is shuffled into the top of the next deck (in the case of an Extended Scenario) or discarded outright (if this is the last deck). A Provincial Victory has no effect on the Unrest Level and no Spoils of War are gained. Governors that win a Provincial Victory (Land or Naval) receive standard Influence and Popularity gains. Veteran Legions are created from Garrison Legions (Provincial Armies cannot become Veteran) and owe Allegiance to the Governor. A result of “Victory” in a Naval Battle that still requires a Land Battle results in a Naval Victory marker being placed on the War, and the War is considered Prosecuted for that turn.

2.03 REBEL GOVERNORS 2.03.1 OVERVIEW: Provincial Governors may now use their local Forces and Garrisons to Revolt against the Senate. This Advanced Rule adds a high level of complexity and should only be used once players have a very good understanding of the Basic Rules. The Provincial Wars Advanced Rule (2.02) must be used in conjunction with this Advanced Rule.

2.03.2 REBEL GOVERNOR DECLARATION: Governors may Revolt during the Revolution Phase, during the Declaration of Civil War (1.11.3). Starting with the HRAO’s Faction and proceeding clockwise, each Faction may declare a single Victorious Commander and/or one or more Governors to be in Revolt. If a Victorious Commander is declared a Rebel, he must be the Primary Rebel, otherwise, any Rebel Governor may be the Primary Rebel. The Primary Rebel may be joined by any number of Secondary Rebels belonging to the same Faction. Should a Faction that wishes to Revolt field a stronger Force than that of a previously declared Rebel, the initial Rebel’s declaration is ignored, and the player with the stronger Force is considered in Revolt instead. Determine the Force Strength for this purpose as follows: Primary Rebel’s Military rating +1 per Garrison Legion belonging to Rebel Governors +1 per Provincial Army/Fleet belonging to Rebel Governors +1 per successfully diced for Roman Fleet / Legion [Victorious Commander only (1.11.31)] +2 per successfully diced for Veteran Legion [Victorious Commander only (1.11.31)] +2 per Veteran Legion belonging to any Rebel Senator (2.03.21) (at Rebel’s discretion).

2.03.21 SECONDARY REBELS: Governors belonging to the same Faction as the Primary Rebel may also go into Revolt, bringing their Provincial Forces, Garrison Legions, and Province with them. Additional

non-Governor Senators belonging to the Rebel's Faction may also join the Revolt in support of the Primary Rebel, as in the Basic Game (1.11.32).

**2.03.22 LEGION/ARMY ALLEGIANCE:** Provincial Armies and Garrison Legions automatically follow the Rebelling Governor. If the Rebel Governor has any active Veteran Legions, they immediately desert to him (regardless of where they are, except in the Bank (2.04.2)). If there are Veteran Legions of a loyal Senator in the Rebel Army, the loyal Senator may instruct his Legions to desert to the Senate's Army at any time (even right before battle).

**2.03.23 FLEET ALLEGIANCE:** A Victorious Commander attempting to Revolt may dice for the loyalty of the Fleets under his command as if they were Legions (1.11.31) and must pay maintenance for those that remain loyal to him. He may forfeit their control to the Senate if he prefers not to pay for them. Provincial Fleets automatically follow the Rebelling Governor. A declaring Rebel may still land his Army in Italy before declaring his Revolt and in doing so avoid a Naval Interception (2.03.72), therefore a Fleet is not always necessary.

**2.03.3 REBEL PROVINCIAL STRENGTH:** When in Revolt, Provincial Armies are counted at full value only if a Garrison/Rebel Legion accompanies them at the start of battle. Otherwise, Provincial Armies count half (fractions rounded up). Provincial Fleets are always full Strength.

**2.03.4 REBEL PROVINCE EXCEPTIONS:** A Rebel Province is never considered under attack by any Wars in play (the Wars simply ignore them). It always generates Revenue (2.03.5); however, it cannot be Developed and cannot be affected by Random Events. All Rebel Governors adjust their term dials to show nothing, and they retain control of their Provinces until defeated or killed.

**2.03.5 REBEL GOVERNOR INCOME:** A Governor in Revolt is not subject to recall but loses all Concessions, Knights, and Aligned Senatorial Income. He must collect all Provincial Spoils and State and Local Taxes of his Province, which are transferred to his Personal Treasury.

**2.03.6 REBEL PROVINCIAL MAINTENANCE:** A Rebel must pay 2 Talents per Provincial Army/Fleet, Legion/Fleet, and for each point of Strength in the Province's printed Base Province Strength for maintenance. He may pay using Talents from his Personal Treasury, his Faction Treasury, or the Personal Treasuries of other Rebel Senators. Veteran Legions owing Allegiance to a Rebel Senator require no maintenance. If, during the Revenue Phase, the Rebel cannot pay the required maintenance he must first release nonprovincial Legions/Fleets until he can afford to pay the maintenance. Any non-provincial Legions/Fleets that are released in this manner may be returned to the State. If the HRAO does not wish the State to pay (or the State cannot) the maintenance costs of these Forces, they are immediately eliminated. If, after releasing all non-provincial Legions/Fleets, the Rebel still cannot pay his maintenance costs, he must release Provincial Armies/Fleets until he can afford to pay the maintenance. If he still cannot pay, he simply pays all of his money (but does not lose any printed Base Province Strength points).

**2.03.7 MARCHING ON ROME:** After the Rebel Faction has been decided upon, the Primary Rebel must immediately decide if he will March on Rome. When a player declares multiple Rebel Senators in Revolt, the Forces of only the Primary Rebel may March on Rome. A Primary Rebel that is a Victorious Commander must March on Rome. A Primary Rebel Governor may decide to March on Rome or remain in his Rebel Province (2.03.8). If the Primary Rebel Governor elects to immediately March on Rome, he does not have to make a Naval Interception (2.03.72) (his Forces just land) but he may never return to his Province (though he still collects Income and Taxes). His Land Strength is equal to all his Provincial Armies [halved in value if not accompanied by a Legion (2.03.3)], loyal Veterans and Garrison Legions. If he Marches on Rome, he may not use his Province's Base Province

Strength, which remains behind on the Province. The Revolt itself is resolved as in the standard rules (1.11.37) except for Reinforcements (2.03.71) and Naval Interceptions (2.03.72).

**2.03.71 REINFORCEMENTS:** At the beginning of every Revolution Phase following a Combat Phase where a Primary Rebel Marching on Rome achieves a “Civil War Stalemate” result, one (and only one) Secondary Rebel Governor may attempt to reinforce the Primary Rebel’s Army in Italy with any Forces he currently commands. This reinforcement does not count as an additional War, rather as an expansion of the current Civil War. The reinforcements are automatically added to the Primary Rebel’s Army if the Rebel Province has a Base Province Naval Strength of 0 (1.09.646). If the Province has a Base Province Naval Strength greater than 0, then the reinforcements are considered to be “in transit.” Reinforcements in transit are added to the Primary Rebel’s Army only if it avoids Naval Interception (2.03.72) at the beginning of the next Combat Phase. The Senate cannot attack a Rebel Province (2.03.81) if that Province has already transported Forces to Italy or has Forces in transit.

**2.03.72 NAVAL INTERCEPTIONS:** When a Governor from a Rebel Province attempts to land in Italy or reinforce the Primary Rebel in Italy on a turn after he declares his Revolt, the Forces are subject to a Naval Interception by the Senate if its Base Province Naval Strength is greater than 0. Naval Interception battles are resolved before all other battles. The Rebel’s Naval Strength consists of the Province’s Base Province Naval Strength in addition to any Provincial Fleets belonging to the reinforcing Province and all Fleets controlled by the Primary Rebel (Military ratings are not used). Provincial Fleets are always counted at full Strength. The Senate’s Strength is equal to the number of Fleets in the Active Forces boxes. If the Rebel suffers a Senate Victory in the Naval Interception, all his Forces remain in the Rebel Province, minus those lost in the Naval Battle. On any other result (including Civil War Stalemate), they land in Italy to attack or reinforce. Battle losses are taken equally from each side for every combat result other than “No Losses” and “ALL”. Only Fleets are subject to such losses, Mortality Chits are not drawn, and this battle has no effect on Unrest. If the Rebel has a combination of Provincial and non-Provincial Fleets, they take losses in the same way that Provincial Armies/Garrison troops take losses (2.02.411). Provincial Fleets losses can come from either the Primary Rebel’s Forces or the reinforcing Rebel Province (Rebel’s choice).

**2.03.8 STAYING IN THE PROVINCE:** If a Primary Rebel Governor remains in his Province, he cannot win due to the failure of the Senate to send an Army against him or even for defeating the Army the Senate sends against him (2.03.81). He can, however, still win if the People Revolt (1.08.2) or the State Treasury goes Bankrupt (1.06.53, 1.07.21). His War (in combination with all Secondary Rebels) count as one of the 4 Active Wars needed to destroy Rome and costs the State 20 Talents per turn. The Rebel Governor’s Strength is equal to the Province’s Base Province Strength plus all Provincial Forces, loyal Veterans and Garrison Legions, and Fleets he has. In a future Revolution Phase during Declaration of Civil War (1.11.3), the Primary Rebel can decide to March on Rome. If the Province has a Base Province Naval Strength greater than 0, the Senate can attempt to prevent the Primary Rebel from landing in Italy by Naval Interception (2.03.72). If the Senate does not send an Army to attack the Primary Rebel Governor remaining in his Province, that Revolt is considered Unprosecuted and will increase Unrest per the normal rules (1.10.9).

**2.03.81 ATTACKING A REBEL PROVINCE:** Rome can attempt to defeat a Rebel Governor occupying a rebel Province by attacking his Province. Rome cannot attack a Province if the Governor is marching on Rome (2.03.7) or in transit to reinforce an existing Primary Rebel (2.03.71). When attacked at his rebel Province a Rebel Governor’s Land Strength is equal to the sum of his:

Base Province Land Strength (1.09.646)

+1 per Provincial Army (count half Strength if no Garrison Legions are present)

+1 per Garrison Legion

+2 per Veteran Legion

+ Military rating of Rebel Governor (1.10.11)

Fleet Support might also be required to fight the Land Battle. The Rebel's Fleet Support is equal to the sum of:

Base Province Naval Strength

+1 per Provincial Fleets

If the Rebel Governor's Fleet Strength exceeds the Undeveloped Base Province Land Strength of the Province (even if it is Developed), a Naval Battle must be fought first (unless the maximum number of fleets that Province can build is 0).

The Rebel Governor's Fleet Strength is equal to the sum of the following:

Base Province Naval Strength

+1 per Provincial Fleets

+ Military rating of Rebel Governor (1.10.11)

2.03.9 RESOLUTION: The resolution of a Rebel Governor combat is the same as the normal Game (1.11.37) except for the following:

2.03.91 SENATE VICTORY: If the Senate attacks and defeats a Rebel Governor in a Naval Battle, that Rebel Province gains a Naval Victory marker. If the Senate attacks and defeats a Secondary Rebel Governor in a Land Battle, that Governor is killed and the Province is returned to the Forum Undeveloped with no Forces. The Civil War will continue until the Primary Rebel is killed, either through a defeat in Marching on Rome (2.03.7), or through a defeat in a Land battle in a Rebel Province (2.03.81), or through a Mortality Chit draw (1.05.21). Once the Primary Rebel dies, all remaining Rebel resistance collapses, Secondary Rebels are automatically killed and their Provinces are returned to the Forum Undeveloped with no Forces.

2.03.92 REBEL VICTORY: If the Rebel Army Marches on Rome and achieves a "Senate Defeat" result (1.11.373) without the Primary Rebel dying in that battle, the Revolt has succeeded (1.12.2). If he defeats the Senatorial Army attacking him in his Rebel Province, he does not win the Game. For the Primary Rebel to win he must successfully defeat the Senate in Italy (1.12.2) or he may wait in his Province and hope for a "People Revolt" result (1.08.2) or a Bankruptcy of the State Treasury (1.06.53, 1.07.21).

## 2.04 LEGIONARY DISBANDMENT & RECALL

2.04.1 OVERVIEW: Commanders with the Allegiance markers of Veteran Legions may gain Influence and Oratory by disbanding these Legions. These Advanced Rules add moderate complexity and can be used once players have some familiarity with the Basic Rules.

2.04.2 DISBANDMENT: When it is his turn to play cards (1.11.1), a Victorious non-rebel returning Commander may disband any Veteran Legions in his Force for which he holds the Allegiance markers. The identities of the disbanded Legions are noted by retaining their Legion Allegiance markers on his

card and flipping them to their disbanded side. The Legions are then placed in the Bank (not the available Force Pool) with their Veteran side up. For each Legion disbanded, the Senator increases both his Oratory and Influence by 1. When a Senator who holds the Allegiance marker of any disbanded Legion dies, his disbanded Legions are placed in the available Force Pool and lose their Veteran Status.

2.04.3 RECALL: A Consul or Dictator may recall his disbanded Veteran Legions from the Bank during the Senate Phase (1.09.63) by paying 10 Talents per Legion from his Personal or Faction Treasury (No Recruitment and Manpower Shortages do not affect the ability or cost to recall Legions). For each Legion he recalls, the Senator flips its Allegiance marker on his card and decreases both his Oratory and Influence by 1. Recalled Legions retain their Veteran status and must be maintained by the Senate at the normal rate. Once all the remaining Legions from the available Force Pool have been raised, the Senate may also raise disbanded Legions from the Bank. Disbanded Legions raised in this way may no longer be recalled by their Senator and no longer have Veteran Status. Give the Legion Allegiance marker back to the Bank, but the Senator keeps his +1 ORA and +1 INF.

## 2.05 ADVOCATES

2.05.1 OVERVIEW: Prosecutions (except Special Major Prosecutions of Assassins) now have Trials where the Prosecutor and an Advocate debate with Oratory. This Advanced Rule adds a moderate level of complexity (and time). Errata: M. Tullius Cicero's blue text ability is "+2 to Trial dice roll if Advocate, -2 if Prosecutor."

2.05.2 APPOINTING AN ADVOCATE: Immediately after the post of Prosecutor is filled for a Prosecution (1.09.411) the Accused may ask one Senator, belonging to any player (including himself), to represent him in the trial as an Advocate. A Senator must be in Rome and cannot hold the position of Censor or Prosecutor in order to be eligible to be an Advocate. The Censor must give the Accused a reasonable amount of time to obtain the services of an Advocate. If no Advocate comes forward to represent the Accused, he is considered to be his own Advocate and is representing himself.

2.05.3 TRIAL VOTES: The Prosecution (1.09.41) is carried out as normal. After the votes are announced, the Advocate rolls 2d6, adding the Advocate's Oratory while subtracting the Prosecutor's Oratory. This modified die roll is cross-referenced with the Trial Appeal Table to determine how many extra Trial Votes are added or subtracted on behalf of the Accused. The Trial must be conducted (unlike the Popular Appeal, which is still optional).

Final Verdict = Popular Appeal Votes + Accused's Influence + Senate Votes + Trial Votes

2.05.4 POPULAR APPEAL: The rules for Popular Appeal are not changed, except that when a result of 2 or less is achieved, the Accused is automatically killed by the angry mob, and for each number that the modified 2d6 result is less than 3 a Mortality Chit is drawn to see if the Advocate (the only one vulnerable to the chit draw) is also killed by the angry citizens of Rome. No chits are drawn if the Accused was representing himself.

2.05.5 GUILTY: If the verdict is "Guilty," the penalties and rewards are carried out exactly as in the normal Game, except that the Advocate (provided it is not the Accused representing himself) loses 3 Influence, regardless of the type of Prosecution (to a minimum of 0). If the Accused is representing himself (and thus is his own Advocate) and the verdict is Guilty, the penalties and rewards are unchanged from the normal Game.

2.05.6 INNOCENT: If the verdict is "Innocent," the Advocate (provided it is not the Accused representing himself) gains 3 Influence, regardless of the type of Prosecution. The Prosecutor also

loses 3 Influence (to a minimum of 0). If the Accused is representing himself (and thus is his own Advocate) and the verdict is Innocent, the Prosecutor still loses 3 Influence, but the Accused gains nothing.

## 2.06 PASSING LAWS

2.06.1 PASSING LAWS: Laws are now treated like regular Proposals, which may be put forward by Senators and which award Influence if successfully passed. These Advanced Rules add only a slight level of complexity and can be added once players have some familiarity with the Basic Rules.

2.06.2 ENACTING LAWS: In order to be enacted, a Law must be voted upon by the Senate and passed. Law cards may be proposed by a Senator at anytime during the Senate Phase, even before the Consuls are elected. If played in the middle of a Proposal resolution, it will automatically be the next Proposal. The player of the card does not have to be the Presiding Magistrate and is able to put the passage of the Law forward as a Proposal without the use of a Tribune. The Presiding Magistrate still controls the order and speed of the vote. The player of the card names two consenting Senators in Rome to be the Sponsor and Co-Sponsor. The sponsor and co-sponsor need not belong to the Faction playing the card. This vote cannot be vetoed and assassinating the Sponsor or Co-Sponsor does not stop the vote. Once enacted, the provisions of the Law apply as normal, although several Laws have slightly different effects (as noted on the card) when using this rule. Display Enacted Law cards as you would normally in the Law Box. If the Law fails, it is discarded from the game.

2.06.3 REWARDS FOR ENACTING: If enacted, the sponsoring Senator gains 3 Influence, while the Co-Sponsor gains 1 Influence. However, the law goes into effect before the Influence is awarded.

2.06.4 DISCARD PROHIBITION: A Law card cannot be discarded voluntarily by a player during the Revolution Phase (1.11.2). If a player's hand rises above 5 cards in the Revolution Phase, he must discard a non-Law card unless he has only Law cards.

## 3 SCENARIOS

REPUBLIC OF ROME offers three main scenarios which cover Rome's rise from a city-state on the banks of the Tiber to an empire that dominated the entire Mediterranean. The main scenarios are labeled the Early, Middle, and Late Republic. The Early Republic features a fragile Republic beset by the most powerful enemies it would ever have to face, and the players must work hard simply to survive. The Middle Republic is a period of growth, in which a stable Rome absorbs more and more provinces, and the threats it faces slowly become more internal than external. The Late Republic portrays the final cataclysmic days of the Republic, as powerful politicians face-off for control of the state while Italy is wracked by dissent, Civil War threatens, and the Roman Republic lurches towards the Roman Empire.

It is generally suggested that new players should start with the Early Republic scenario (3.01.1). Even though it is the toughest for the Republic, it plays in 4 hours or so for most groups. It uses the fewest rules and is an excellent way to become familiar with the dynamics of the game. The Middle and Late Republic scenarios each take a bit longer to play than the previous scenario, although the very real threat of the Republic becoming an Empire can cut the Late Republic short.

### 3.01 EARLY REPUBLIC SCENARIO

3.01.1 EARLY REPUBLIC SCENARIO OVERVIEW: Below are the steps for setting up the Early Republic Scenario. The other Scenarios will reference this setup procedure.

3.01.2 GAME BOARD: Place the Game Board so that each player has space off-board to display his Faction's cards. Give each player a Faction Treasury Box

3.01.3 MARKERS: Place the 36 Mortality Chits in an opaque cup suitable for random draws. The State Treasury starts with 100 Talents. The Unrest Level starts at 0.

3.01.4 CARDS: Set up the Early Republic (white) deck as follows:

A. Start with the white-bordered cards.

B. Place the 1st Punic War card in the Inactive Wars section of the Forum.

C. Separate the 20 black-text Family cards and randomly deal 3 face-up to each player. Return all the remaining Family cards to the Early Republic deck.

D. Shuffle the Early Republic deck and deal out 3 cards facedown to each player. Players should keep any Faction card they get, but any Forum card should be discarded face-up when received and replaced with another card. Repeat until all players have a hand of 3 hidden Faction cards. Shuffle the discarded Forum cards back into the Early Republic deck.

E. Separate 6 random cards from the Middle Republic (gray) deck and combine them with 6 random cards from the Early Republic deck along with the "Era Ends" card. Shuffle these cards and place them at the bottom of the Early Republic deck.

F. Put the remaining Middle and Late Republic (red) decks aside.

G. Place the finished Early Republic deck in the Draw Pile space on the Game Board.

3.01.5 LEGIONS: Four Legions are put in the Active Forces boxes.

3.01.6 TEMPORARY ROME CONSUL: Draw a Mortality Chit from the cup. If the ID# drawn does not match an existing Senator put it to the side and draw again until a matching ID# is drawn. The matching ID# is Temporary Rome Consul until new Consuls can be elected during the first Senate Phase. Place the Rome Consul and Prior Consul markers on his card and add 5 to his Influence. Place all the Mortality Chits back into the cup.

3.01.7 FACTION LEADERS: Each player (starting with the Temporary Rome Consul and proceeding clockwise) places a Faction Leader marker containing the symbol of his Faction on one of his Senators.

3.01.8 PROVINCES: No Provinces are currently in play.

3.01.9 INITIAL FACTION PHASE: Each player (starting with the Temporary Rome Consul and proceeding clockwise) may play any Statesmen or Concessions from his hand, if he wishes. Faction cards may not be traded until the first Revolution Phase.

### 3.02 MIDDLE REPUBLIC SCENARIO

3.02.1 MIDDLE REPUBLIC SCENARIO OVERVIEW: The setup for the Middle Republic is the same as the Early Republic, except for the following:

3.02.2 CARDS: Set up the Middle Republic (gray) deck as follows:

A. Start with the gray-bordered cards.

B. No cards are placed in the Forum.

C. Separate and combine the 25 black-text Family cards from the Early (white) and Middle Republic decks and randomly deal 4 face-up to each player. Return all the remaining Family cards to the Middle Republic deck.

D. Add the 13 Concessions cards from the Early Republic deck to the Middle Republic deck.

E. Separate and shuffle all the non-Statesman Faction cards from the Early Republic deck. Randomly draw 6 Faction cards from this pile and add them to the Middle Republic deck without looking at them.

F. Shuffle the Middle Republic deck and deal out 3 cards face-down to each player. Players should keep any Faction card they get, but any Forum card should be discarded face-up when received and replaced with another card. Repeat until all players have a hand of 3 hidden Faction cards. Shuffle the discarded Forum cards back into the Middle Republic deck.

G. Separate 6 random cards from the Late Republic (red) deck and combine them with 6 random cards from the Middle Republic deck along with the "Era Ends" card. Shuffle these cards and place them at the bottom of the Middle Republic deck.

H. Put the remaining Early and Late Republic decks aside.

I. Place the finished Middle Republic deck in the Draw Pile space on the Game Board.

3.02.3 LEGIONS: Six Legions are put in the Active Forces boxes.

3.02.4 PROVINCES: Shuffle the Undeveloped Province cards of Sicilia, Illyricum, Sardinia et Corsica, Hispania Citerior, Hispania Ulterior, and Gallia Cisalpina and deal 1 to each player, with any remaining being placed in the Forum. Each player assigns his Province to one of his Senators and sets the term dial to 1, 2, or 3 turns (his choice).

### 3.03 LATE REPUBLIC SCENARIO

3.03.1 LATE REPUBLIC SCENARIO OVERVIEW: The setup for the Late Republic is done the same as the Early Republic, except for the following:

3.03.2 CARDS: Set up the Late Republic (red) deck as follows:

A. Start with the red-bordered cards. Add the Middle Republic Statesmen cards Marius [27A] and Sulla [1C].

B. No cards are placed in the Forum.

C. All Law cards from the Middle Republic (gray) deck are placed in the Laws space and considered in play [EXCEPTION: the Servilian and Acilian Laws are removed from the Game].

D. Separate and combine the 30 black-text Family cards from the Early (white), Middle, and Late Republic decks and randomly deal 5 face-up to each player. Return all the remaining Family cards to the Late Republic deck.

E. Add all 13 Concessions cards from the Early Republic deck to the Late Republic deck.

F. Separate and shuffle all the non-Statesman Faction cards from the Early and Middle Republic decks. Randomly draw 6 Faction cards from this pile and add them to the Late Republic deck without looking at them.



G. Shuffle the Late Republic deck and deal out 3 cards facedown to each player. Players should keep any Faction cards they get, but any Forum card should be discarded face-up when received and replaced with another card. Repeat until all players have a hand of 3 hidden Faction cards. Shuffle the discarded Forum cards back into the Late Republic deck.

H. Separate 10 random cards from the Late Republic deck and add the “Era Ends” card. Shuffle these cards and place them at the bottom of the Late Republic deck.

I. Put the remaining Early and Middle decks aside.

J. Place the finished Late Republic deck in the Draw Pile space on the Game Board.

3.03.3 LEGIONS: Eight Legions are put in the Active Forces boxes.

3.03.4 PROVINCES: the Developed Province cards of Sicilia, Illyricum, Sardinia et Corsica, Hispania Citerior, Hispania Ulterior, and Gallia Cisalpina and deal 1 to each player, with any remaining being placed in the Forum. The Undeveloped Province cards of Gallia Narbonensis, Cilicia et Cyprus, Macedonia, Africa, and Asia are likewise distributed. [EXCEPTION: In a six-player Game, each player rolls dice (1.04.8) to determine who will not receive a Governorship.] Each player assigns his Province to one of his Senators and sets the term dial to 1, 2, or 3 turns (his choice).

### 3.04 EXTENDED SCENARIO

3.04.1 EXTENDED SCENARIO: Rather than simply playing one scenario, continue into the Middle (or Late) Republic by shuffling the second (or third) deck from that period and placing it in play. Players may play just two decks (Early to Middle or Middle to Late) or opt for the complete extended Game (Early to Middle to Late). Play proceeds normally after noting the increased Legion Loyalty numbers for Revolts (1.11.31) and the new Random Events Table column in use for the new period. Only in the Extended Scenario, the Game is considered to be in the Middle or Late period the moment a card is drawn from that deck (the drawing player must announce he drew from the new period). Setup should be done for the first deck only according to the starting Scenario for that deck, except that the placement of the “Era Ends” card should be done by using the Era Ends placement rule for the ending Scenario deck.

### 3.05 ALTERNATIVE HISTORY SCENARIO

3.05.1 ALTERNATE HISTORY SCENARIO: Set up the Game exactly as the Early Republic Scenario (3.01), except ignore all deck borders [e.g., deal out 3 random black-text Family cards (from any scenario) and 3 random Faction cards (from any scenario)]. The deck will consist of all 3 decks shuffled together. The Random Events column and Legion Loyalty Numbers will advance at the start of the 8th and 16th turns. Randomly shuffle the “Era Ends” card into the last 12 cards of the combined deck.