

LAW

GABINIAN LAW
67 BC

Hereafter, any Commander currently at War may recruit Legions/Fleets from his Personal or Faction Treasury at the end of the Senate Phase. Playable only during a Pirate War (whether Inactive or Active).

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JULIAN LAW
90 BC

Granting of citizenship to all Latin Colonies removes current Manpower Shortage and improves Unrest Level by -3. Playable only during the Social War. The player of this card, must roll a die for each of his Senators and lose that amount of Influence.

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MANILIAN LAW
66 BC

Hereafter, any victorious Commander may make War without Senate approval by keeping his Army and moving it to a current War card during the Revolution Phase (provided he has the necessary Fleets). He is not considered in revolt. He is considered a Proconsul.

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PLAUTIAN-PAPIRIAN LAW
89 BC

Granting of citizenship to all who apply, cuts enemy support for Social War. Reduce Strength of Social War by half and reduce Unrest Level by two. Playable only during Social War. The player of this card, as sponsor of the Law, loses one Popularity from each of his Senators.

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VATINIAN LAW
59 BC

Hereafter, a Senator may govern one or more Provinces through a Legate while remaining in Rome in some other office or commanding an Army in the field.

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