

## SEQUENCE OF PLAY

- I. MORTALITY PHASE: Draw one Mortality Chit.
- II. REVENUE PHASE:
  1. Senators collect Personal Revenue, maintain Rebel Legions and improve Provinces.
  2. Tally State Revenues and pay for Active and Unprosecuted Wars, Land Bills and maintenance of existing forces. Collect any Contributions. Advance term markers and move Provinces of returning Governors to the Forum.
  3. Redistribute wealth between Senators and Faction Treasury.
- III. FORUM PHASE: Each player takes one Initiative.
  1. Make a DR: 7=Random Event; otherwise, draw a card.
  2. Make one Persuasion Attempt.  $[DR \leq \text{Persuasion \#}; DR \geq 10 \text{ fail}]$  Persuasion  $\# = (\text{Oratory} + \text{Inf} + \text{Bribe}) - (\text{Loyalty} + \text{Treasury} [+7 \text{ if Aligned}])$ .
  3. Attract a Knight  $[dr \geq 6; +1 \text{ drn per T spent}]$  or pressure Knights.
  4. Appoint new Faction Leader if desired, or sponsor Games.

Bid for remaining Initiatives from Personal Treasury. Resolve each as awarded. Reset Vote markers after 6th Initiative and make Leader Age/Senator Revival die rolls.
- IV. POPULATION PHASE: Adjust Unrest Level.  
HRAO rolls three dice on Population Table.
- V. SENATE PHASE:
  1. Elect new Consuls and Pontifex Maximus. New Rome Consul presides.
  2. Elect Censor and conduct any Prosecutions.
  3. Fill vacant Governorships.
  4. Conduct all other business, pay for raising new forces.
  5. Adjourn Senate.
- VI. COMBAT PHASE:
  1. Resolve Active Wars and Revolts. Adjust Unprosecuted Wars.
- VII. REVOLUTION PHASE:
  1. Play, trade, or discard excess Intrigue cards. Entering Statesmen/Concessions must be played now. HRAO declares first followed by clockwise declarations.
  2. Governors and Victorious Commanders return forces or revolt. HRAO declares first followed by clockwise declarations.



## FACTION TREASURY

### II.3 Redistribute Wealth

All Aligned Senators Loyalty +7

Uses: Persuasion Attempt Defenses, Maintain Rebel Forces  
Raise/Maintain Governor's Provincial Forces

VOTES

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## SOLITAIRE/TWO-PLAYER SEQUENCE OF PLAY

- I. MORTALITY PHASE: Draw one Mortality Chit.
- II. REVENUE PHASE:
  1. Senators collect Personal Revenue, maintain Rebel Legions, and improve Provinces. All money received this turn is distributed among the Faction's Treasury and individual Senators as per their Faction Guidelines.
  2. Tally State Revenues and pay for Active Wars, Land Bills, and maintenance of existing forces. Collect any Contributions. Advance Term markers and move Provinces of returning Governors to the Forum.
  3. Player(s) may move money to and from his Faction Treasury.
- III. FORUM PHASE: Each Faction takes one Initiative.
  1. Make a DR: 7=Random Event; otherwise, draw a card.
  2. Make one Persuasion Attempt.  $[DR \leq \text{Persuasion \#}; DR \geq 10 \text{ fail}]$  Persuasion  $\# = (\text{Oratory} + \text{Inf} + \text{Bribe}) - (\text{Loyalty} + \text{Treasury} [+7 \text{ if Aligned}])$ .  
Neutrals bribe only if Final Base  $\geq 7$ . Counter-Bribe only if Final Base can be reduced to 4.
  3. Attract a Knight  $[dr \geq 6; +1 \text{ drn per Talent spent}]$ .
  4. Appoint a new Faction Leader or sponsor Games. Bid for sixth Initiative from Personal Treasury. Resolve each as awarded. Reset vote and Faction Dominance markers and make any Leader Age/Senator Revival dr.
- IV. POPULATION PHASE: Adjust Unrest Level. HRAO makes TDR on Population Table.
- V. SENATE PHASE:
  1. Form Ruling Coalition.
  2. Define needed Military Plan.
  3. Claim Spoils by Ruling Coalition.
  4. Build and pay for new forces.
- VI. COMBAT PHASE: Resolve Active Wars/Revolts. Adjust Unprosecuted Wars.
- VII. REVOLUTION PHASE:
  1. Neutrals trade Statesmen.
  2. Revolts declared; starting with HRAO and proceeding clockwise.

## POPULISTS FACTION TREASURY

4. Last remaining Neutral Faction: Draw one extra Senator.

FACTION DOMINANCE:

1	2	3	4	5
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VOTES

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USES: Persuasion Attempt Counter-Bribes to Final Base 4; Maintain Rebel Forces; Raise/maintain Governor's Provincial Forces; Faction Dominance Tie-Breaker.

### GUIDELINES:

FACTION LEADER: Most Influence & Popularity

REVENUE: 1 per Senator and Faction Treasury; remainder to Faction Leader

GOVERNORSHIP: Personal Income on dr  $\geq 3$

KNIGHTS: 1 Talent

INITIATIVE: +1

CHARITY: Games

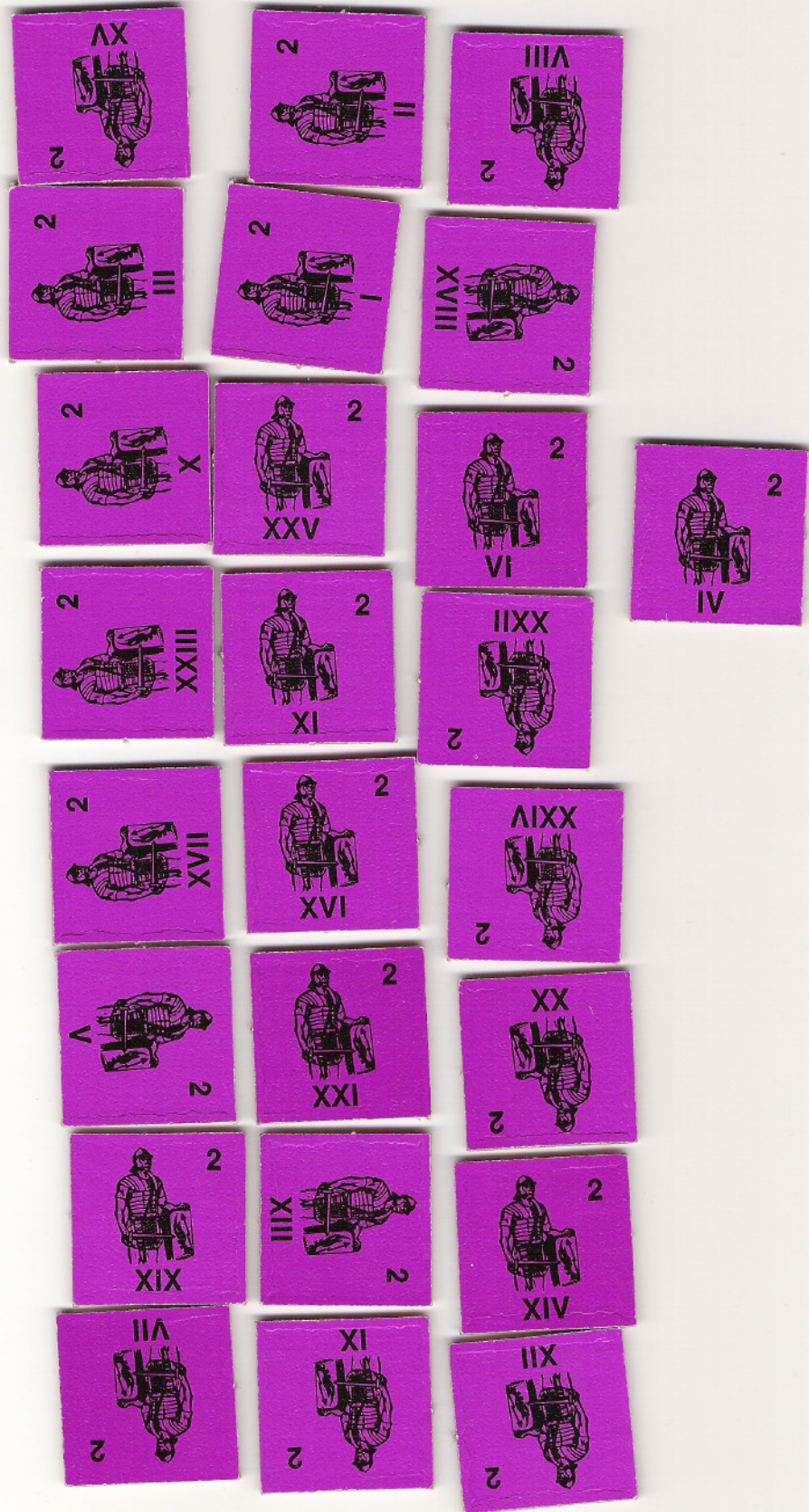
SPOILS: Rome Consul, Field Consul, Censor, Concession, Land Bill, Governor



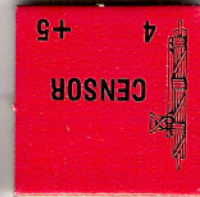
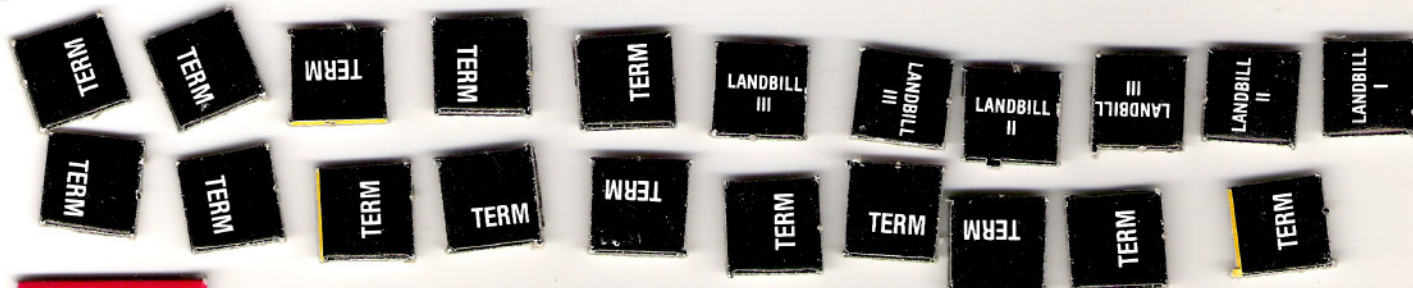














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