

CONCESSION

ARMAMENTS

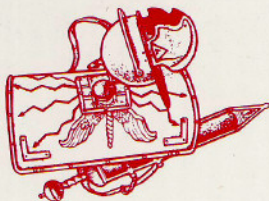
Immediately
Collect 2 Talents per new
Legion Formed.

Return to Curia if Destroyed.

Return to Forum if convicted
or killed.

CONCESSION

CONCESSION



CONCESSION

CONCESSION

TAX FARMER 4

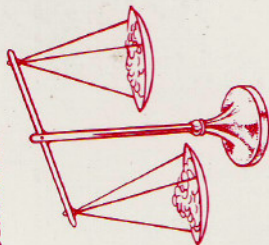
2 Talents per Turn

Return to Curia if Destroyed.

Return to Forum if convicted
or killed.

CONCESSION

CONCESSION



CONCESSION

CONCESSION

HARBOR FEES

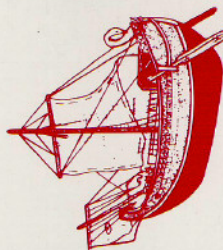
3 Talents per Turn

Return to Curia if Destroyed.

Return to Forum if convicted
or killed.

CONCESSION

CONCESSION



CONCESSION

CONCESSION

CONCESSION

Return to Curia if Destroyed.
Return to Forum if convicted
or killed.

MINING

3 Talents per Turn

CONCESSION

CONCESSION



CONCESSION

CONCESSION

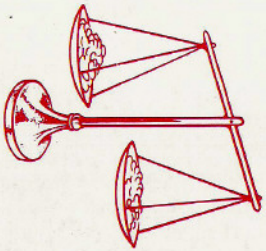
4 Talents per Turn
Eliminated during Sicilian
Slave Revolt.
Income $\times 2$ if Drought or
Pirates; -2 Pop. Income/Pop
penalty increase 1 multiple per
Drought condition
Return to Curia if Destroyed.
Return to Forum if convicted
or killed.

SICILIAN GRAIN

CONCESSION



CONCESSION



CONCESSION

TAX FARMER 3
2 Talents per Turn
Return to Curia if Destroyed.
Return to Forum if convicted or killed.

CONCESSION

CONCESSION

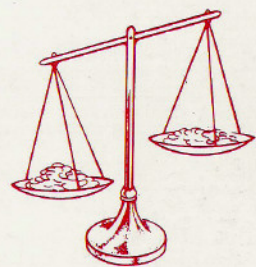


CONCESSION

LAND COMMISSIONER
3 Talents per Turn
Return to Forum if convicted or killed, or no Land Bill is in effect at end of Senate Phase.

CONCESSION

CONCESSION




CONCESSION

TAX FARMER 1
2 Talents per Turn
Return to Curia if Destroyed.
Return to Forum if convicted or killed.

CONCESSION

CONCESSION

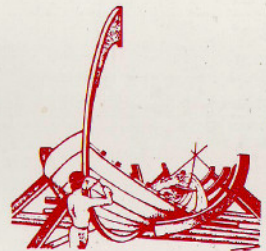


CONCESSION

EGYPTIAN GRAIN
5 Talents per Turn
Eliminated during Alexandrine War
Income $\times 2$ if Drought or Pirates; $- 2$ Pop. Income/Pop penalty increase 1 multiple per Drought condition
Return to Curia if Destroyed.
Return to Forum if convicted or killed.

CONCESSION

CONCESSION

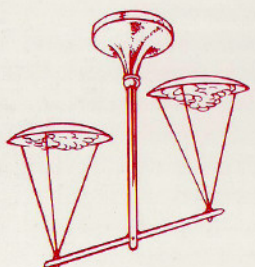


CONCESSION

SHIP BUILDING
Immediately
Collect 3 Talents per new Fleet built.
Return to Curia if Destroyed.
Return to Forum if convicted or killed.

CONCESSION

CONCESSION

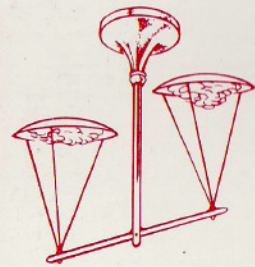


CONCESSION

TAX FARMER 6
2 Talents per Turn
Return to Curia if Destroyed.
Return to Forum if convicted or killed.

CONCESSION

CONCESSION

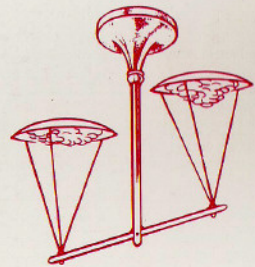


CONCESSION

TAX FARMER 2
2 Talents per Turn
Return to Curia if Destroyed.
Return to Forum if convicted or killed.

CONCESSION

CONCESSION



CONCESSION

TAX FARMER 5
2 Talents per Turn
Return to Curia if Destroyed.
Return to Forum if convicted or killed.

CONCESSION