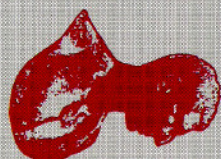


LOYALTY
6/0

	3

INFLUENCE

1
MILITARY #25A
2-133 BC
T. SEMPRONIUS
GRACCHUS
4
ORATORYMay Propose 1 Land Bill/Year.
Opposing G. Gracchus
Faction Loyalty: 0

POP

2

Knights



Prior

Consul

LOYALTY
6/0

	4

INFLUENCE

1
MILITARY #25B
?-121 BC
C. SEMPRONIUS GRACCHUS
5
ORATORYMay Propose 1 Land Bill/Year
Opposing T. Gracchus
Faction Loyalty: 0

POP

3

Knights



Prior

Consul

2
MILITARY #23A
2nd Century
P. POPILLIUS LAENAS
5
ORATORYMay veto one Land Bill per Turn
without using a Tribune card.
Gracchi/Flaccus Faction
Loyalty: 0.

INFLUENCE

	4
--	---

LOYALTY
6/0

Prior



Consul

POP

0

Knights

5
MILITARY #27A
c. 157-86 BC
C. MARIUS
3
ORATORY+1 dr to Knight dr.
Nullifies Social/Jugurthine
War Disaster/Standoff.
Sulla Faction Loyalty: 0

INFLUENCE

	5
--	---

LOYALTY
6/0

Prior



Consul

POP

0

Knights

4
MILITARY #1C
c. 138-78 BC
L. CORNELIUS SULLA
4
ORATORYNullifies Social/Mithridatic
War Disaster/Standoff.
Marius Faction Loyalty: 0

INFLUENCE

	5
--	---

LOYALTY
5/0

Prior



Consul

POP

0

Knights

2
MILITARY #7A
?-121 BC
M. FULVIUS FLACCUS
5
ORATORYMay claim unheld
Land Commissioner Office
once without vote.
Laenas Faction Loyalty: 0

INFLUENCE

	5
--	---

LOYALTY
6/0

Prior



Consul

POP

0

Knights



INTRIGUE



INTRIGUE


INTRIGUE

MOB INCITED TO VIOLENCE

This card may be played against
any player attempting to cancel
a Tribune veto or nomination with
an Intrigue card. Draw Mortality
chits equal to a dr plus the Oratory
rating of a Senator in Rome playing
the card; those chits corresponding
to the Senators in the Faction of
the player cancelling the Tribune
who are in Rome are killed.

INTRIGUE

INTRIGUE



INTRIGUE

INTRIGUE

INFLUENCE PEDDLING
Backroom deals have caused a swing in loyalties to your Faction. You may discard this card anytime other than during the Revolution Phase and draw an unplayed card at random from an opponent of your choice.

INTRIGUE

INTRIGUE




INTRIGUE

INTRIGUE

TRIBUNES
May be used to bypass Presiding Magistrate to initiate proposal.
May cancel Prosecution or vote prior to or during Faction's turn to vote.
May not veto last eligible candidate, Consul for Life, Assassination Prosecutions, or Dictator Proposals.

INTRIGUE

4 MILITARY #1B ORATORY 3
185-129 BC
P. CORNELIUS SCIPIO AEMILIANUS AFRICANUS
Nullifies 3rd Punic or Spanish War Disaster/Standoff.

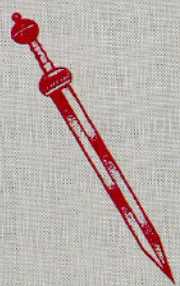

Prior
Consul
Knights

INFLUENCE	
	5

POP
0

LOYALTY 7

INTRIGUE




INTRIGUE

INTRIGUE

MURDER OF A TRIBUNE
One of your Senators in Rome may attempt to cancel any Tribune veto or nomination with an even die roll. Regardless of the outcome, that Senator is under suspicion and loses Popularity equal to the same die roll. The outcome does not prevent another player from playing another Tribune on the same proposal.

INTRIGUE

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INTRIGUE

INTRIGUE



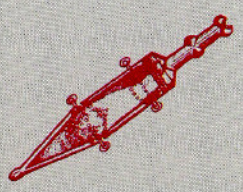
INTRIGUE

INTRIGUE

GRAFT
A Senator in Rome may cancel a Tribune veto or nomination with a payment of Talents to the Bank (from his Personal Treasury) equal to the roll of a die. The attempt may be cancelled if the roll is too high, but the card must be discarded. It does not prevent play of another Tribune on the same proposal by a different player.

INTRIGUE

INTRIGUE



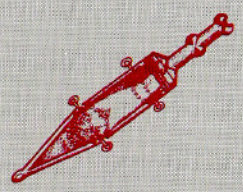
INTRIGUE

INTRIGUE

SECRET BODYGUARD
Playable after any Assassination attempt resolution dr to subtract one from the dr. Discard after use. Any number of Secret Bodyguard cards can be played during the same attempt. Reroll to catch assassin if necessary.

INTRIGUE

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INTRIGUE

INTRIGUE



INTRIGUE

ASSASSIN

Support for Assassination plot is widespread. Add 1 to your Assassin or any Bodyguard rerolls. Play before resolution. Discard after use.

Cumulative effect with Bodyguard and other Assassin cards.

INTRIGUE

INTRIGUE



INTRIGUE

TRIBUNE

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INTRIGUE



INTRIGUE


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