

DISCARDS

Won Wars

Dead Statesmen &
Leaders

Played Tribunes/
Intrigues

V.2 POPULAR APPEAL TABLE

[DR + Popularity]

Modified DR

Result



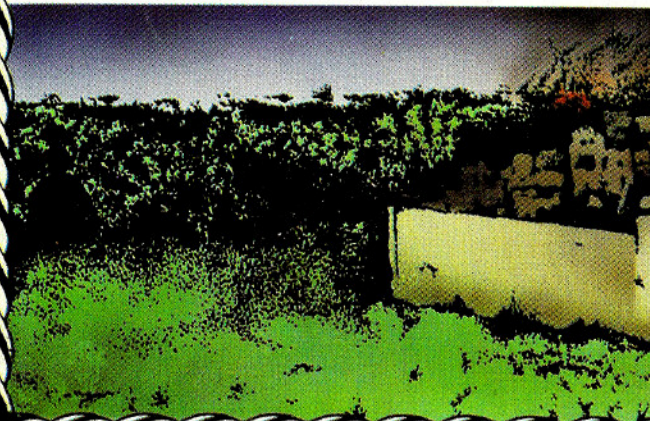
≤ 2	Accused Killed
3	- 16 Votes
4	- 12 Votes
5	- 8 Votes
6	- 4 Votes
7	No Change
8	+ 4 Votes
9	+ 8 Votes
10	+ 12 Votes
11	+ 16 Votes
≥ 12	Accused Freed*

*Draw Mortality Chit(s) vs. Censor/Prosecutor (9.44)

VOTING SUMMARY:

Presiding Magistrate Determines Order

Votes:	Oratory Rating
	Number of Knights
	1 Talent Bribes from Personal Treasury
Battle Votes:	Priests +1
	Pontifex Maximus x2
CONSUL FOR LIFE:	+ Nominee's Influence
PROSECUTION:	+ DEFENDANT'S Influence



without matching war
in play
End of Forum Phase:
Aging dr: 5 or 6 Discards



REPOPULATING ROME

If < 8 Senators in Rome:
Player with fewest
Active Senators draws one
from top of Curia.
Ties resolved in favor of those
with least Influence in Rome.

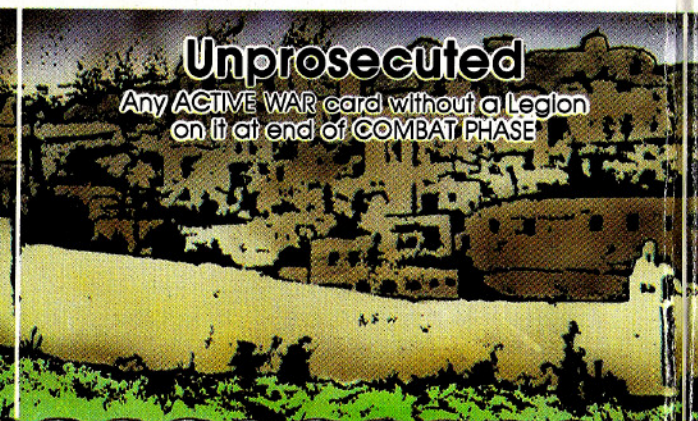


DESTROYED CONCESSIONS

End of Forum Phase:
Recovery dr 5 or 6
Return to Forum
for Reassignment

Unprosecuted

Any ACTIVE WAR card without a Legion
on it at end of COMBAT PHASE



INFLUENCE GAINS/ LOSSES SUMMARY

GAINING OFFICE:	INFLUENCE	NOTES:
Dictator	+7	3 Wars or 1 \geq 20
Consul	+5	Cannot Repeat
Censor	+5	May Repeat
Pontifex Maximus	+5	Once for Life
Master of Horse	+3	Appointed by Dictator
Priest	+1	Appointed by P.M.
LOSING OFFICE:		
Pontifex Maximus	-5	$\frac{1}{2}$ Vote or two Evil Omens
Priest	-1	Resigned
OTHER CAUSES:		
Conviction	-5	-5 Popularity also
Successful Prosecutor	+ $\frac{1}{2}$ of Influence	lost by Defendant
Faction Leader of caught Assassin	-5	+ Major Prosecution
Develop Province	+3	Governor (6:14)
Unanimous Rejection	-1	(9:34)
Contributions Treasury	+1,3 or 7	See State Treasury
Victory	+ $\frac{1}{2}$ War Strength	Same Popularity Gain

DECK

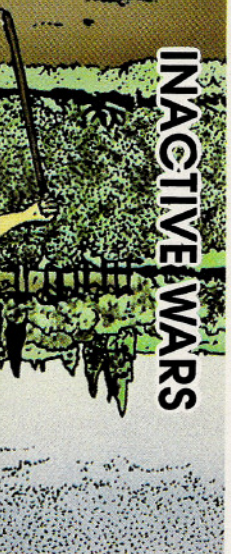
Each initiative each player must draw card, (unless stopped by Random Event).



The Avalon Hill
Game Company
DIVISION OF MONARCH AVALON, INC.

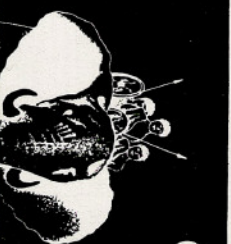
SAHARA DESERT

INACTIVE WARS



CURIA

ENEMY
LEADERS



without Matching War



ACTIVE WARS

II.2 STATE TREASURY



90	9	
80	8	
70	7	
60	6	
500	50	5
400	40	4
300	30	3
200	20	2
100	10	1
000	00	0

Current Funds

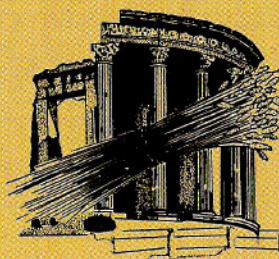
Active Wars: -20T;
Maintenance: 2T each
Landbills: -

I	II	II
1 Year	Perennial	

20T. 5T. per Year

III	III	III
Perennial		

10T. per Year



II.2 CONTRIBUTIONS:

10T +1 Influence
25T +3 Influence
50T +7 Influence

ACTIVE FORCES

VETERAN



LEGION



FLEET



VI.1 LEGION ALLEGIANCE:

Early: 5-6
Middle: 4-6
Late: 3-6
drm: 1 Talent each

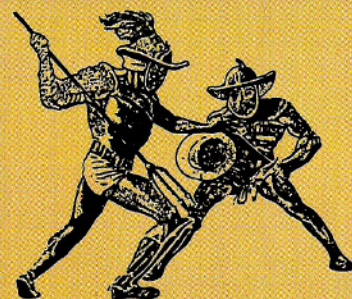
VI.1 COMBAT RESULTS TABLE

MODIFIED TDR*	RESULT	LOSSES
≤ 3	Defeat	All
4	Defeat	4 Legions & 4 Fleets
5	Defeat	3 Legions & 3 Fleets
6	Defeat	2 Legions & 2 Fleets
7	Defeat	1 Legion & 1 Fleet
8	Stalemate	5 Legions & 5 Fleets
9	Stalemate	4 Legions & 4 Fleets
10	Stalemate	3 Legions & 3 Fleets
11	Stalemate	2 Legions & 2 Fleets
12	Stalemate	1 Legion & 1 Fleet
13	Stalemate	No Losses
14	Victory	4 Legions & 4 Fleets
15	Victory	3 Legions & 3 Fleets
16	Victory	2 Legions & 2 Fleets
17	Victory	1 Legion & 1 Fleet
≥ 18	Victory	No Losses

*+Strength Difference: -1/Evil Omens; +Commander DRM (if any)
Disaster: Half of all Legions & Fleets (10,21)—Increase Unrest Level
Standoff: Quarter of all Legions & Fleets (10,31)
Defeat/Disaster: Increase Unrest Level

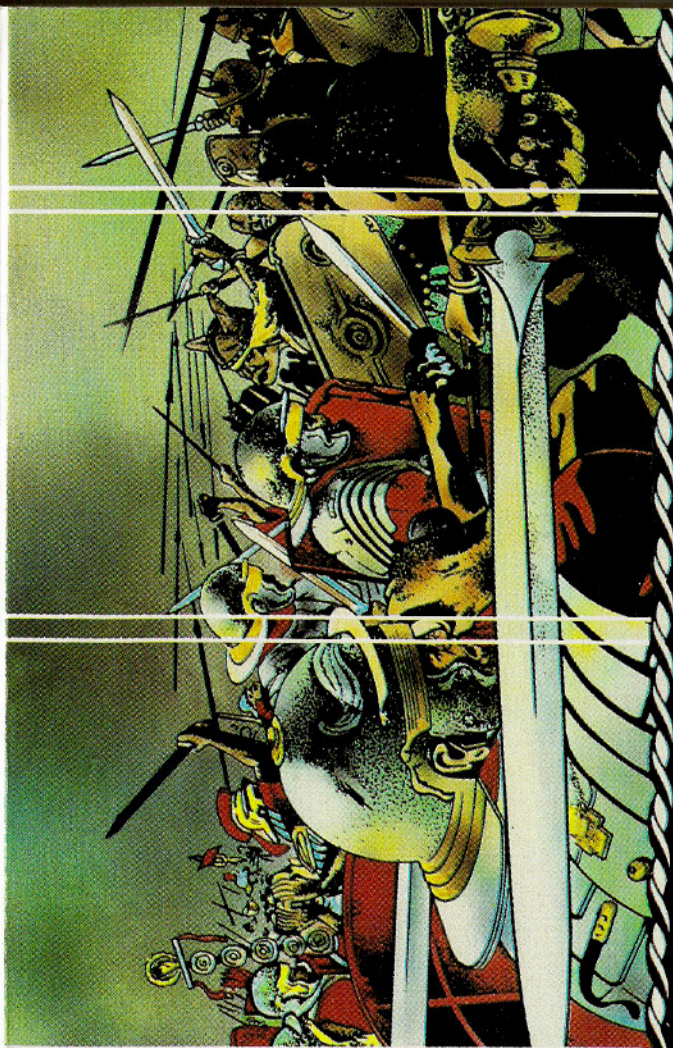
III.4 GAMES TABLE

Type	Slice & Dice	Blood Fest	Gladiator Gala
Cost	7	43	48



V. LAWS

Played Law cards are displayed here.



Popularity	+1	+2	+3
Unrest Level	-1	-2	-3

IV. POPULATION TABLE

	MODIFIED TDR*	RESULT
9	≥ 18	-3 from Unrest Level
8	17	-2 from Unrest Level
	16	-1 from Unrest Level
	15	No Change
7	14	No Change
	13	No Change
	12	No Change
6	11	No Change
	10	+1 to Unrest Level
	9	+2 to Unrest Level
5	8	+3 to Unrest Level
	7	+3 to Unrest Level, MS
	6	+4 to Unrest Level
4	5	+4 to Unrest Level, MS
	4	+5 to Unrest Level
	3	+5 to Unrest Level, MS
3	2	+5 to Unrest Level, NR
	1	+5 to Unrest Level, NR, Mob
2	0	+6 to Unrest Level, NR, Mob
	< 0	People Revolt; all players lose
1		
0		

*Triple Dice Roll—Unrest Level+HRAO Popularity -1/Evil Omen
 MS = Manpower Shortage (7.356)
 NR = No Recruitment this year (8.2)
 Mob = Senate Attacked; Draw six Mortality Chits (8.2)

Unrest Level Adjustments:	
-1 Victory	+1 Disaster
+1 Drought	+2 Defeat
+1 per Pirate	+1 per Unprosecuted War

V.4 LAND BILLS TABLE

Type	I	II	III
Cost (Talents)	20	5/year	10/year
Popularity			
Sponsor	+2	+2	+4
Cosponsor	+1	+1	+2
Voting Against	-1	-1	-2
Unrest Level	-1	-2	-3
Repeal: Popularity			
Sponsor	-2	-2	-4
Voting For	-1	-1	-2
Unrest Level	+1	+2	+3

Laws may be played anytime during the Senate Phase. They need not be passed by vote or proposed by Presiding Magistrate.



III.1 RANDOM EVENTS TABLE

	TDR Early Republic	Middle Republic	Late Republic
3	Mob Violence	Pretender	Epidemic
4	Natural Disaster	Storm at Sea	Storm at Sea
5	Ally Deserts	Ally Deserts	Ally Deserts
6	Evil Omens	Natural Disaster	Pretender
7	Refuge	Mob Violence	Natural Disaster
8	Epidemic	Internal Disorder	Mob Violence
9	Drought	Drought	Drought
10	Evil Omens	Evil Omens	Evil Omens
11	Storm at Sea	Epidemic	Internal Disorder
12	Manpower Shortage	Manpower Shortage	Barbarian Raids
13	Allied Enthusiasm	Barbarian Raids	Manpower Shortage
14	New Alliance	Allied Enthusiasm	Trial of Verres
15	Rhodian Alliance	New Alliance	Allied Enthusiasm
16	Enemy Ally Deserts	Enemy Ally Deserts	Enemy Ally Deserts
17	Enemy Leader Dies	Trial of Verres	Enemy Leader Dies
18	Trial of Verres	Rhodian Alliance	New Alliance

V. ASSASSINATION TABLE

	Modified dr	Result
≥ 5		Killed
3-4		No Effect
≤ 2		Caught

