

# Republic of Rome: The Cheat Sheet

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## Key

← **mandatory step**

← **optional step**

[x] ← **reference to official rules. (usually It's in part 1, so the real reference is 1.x)**

[x/y] ← **reference to official/living rules (where the section numbers differ).**

## Setup (Early Republic)

**State Treasury** → 100

**Unrest Level** → 0

**Event cards** – set aside

**Province cards** – set aside

**Senator cards (black on white with double line)** – deal three (face up) to each player.

**Red on white cards (red on white with double line)** – deal three (face down) to each player.

Concessions and Statesmen may be played immediately, or kept for later.

**Remaining “white” cards** → Deck

**Rome Consul counter** → **Senator with lowest ID#.**

+5 Influence for Senator who is Rome Consul.

**Faction Leaders** → **one Senator per faction (player).**

## 0. At Any Time

### **Trade [7.37]**

Cards may be traded at any time, but they are out of play until the following Revolution phase.  
Money may be traded at any time, but it is out of play until the following Revenue phase.  
Agreements made in the open are binding. [7.372]

## 1. Mortality Phase (5)

### **Draw one Mortality Chit.**

Dead Senators → Repopulating Rome (except Faction Leaders, who are retained).

Dead Statesmen → removed from play

Concession cards are returned to the Forum.

## 2. Revenue Phase (6)

### **Personal revenue (Talents) → Faction Treasury [6.1]**

1T per Senator (except exiles [9.431])

3T for Faction Leader

+1T per Knight [6.11]

+Concessions (→ may lose Popularity, may be prosecuted) [6.11]

+Any money given to the faction as part of a trade. [7.37]

### **Governor of Province [6.12]**

Optional Personal Income (die roll: “dr”=1d6, “DR”=2d6) for Governors.

Improve Province (and gain +3 Influence) on dr>=6 [6.16].

Advanced game: build provincial armies/navies.

Move Term marker along the track [9.51].

### **State revenue (Talents) → State Treasury [6.2]**

+100T

+State Income (from each non-rebel province)

-20T per active War/Revolt

-2T per non-rebel Legion and Fleet

-Land bills

+contributions from Senators (10T → +1 Influence. +25T → +3 Influence, +50T → +7 Influence)

If State Treasury goes negative, then all lose.

### **Redistribute money between Senators & Faction Treasury [6.3]**

May also redistribute money between factions.

### 3. Forum Phase (7)

- Remove old event cards from the Forum

**Start with HRAO, each player takes an Initiative:**

- Draw a card from the Deck or roll on the Event Table [7.2]

- Ⓐ Roll 2d6, on 7: Roll on the Event Table. [7.35]

- Ⓑ Otherwise: Draw card from Deck. Cards with black text → Forum, red text → hand [7.3]

- Attract or pressure a Knight [7.6]

- Ⓐ Attract a Knight: roll 6+ on d6. May spend Talents for + modifier.

- Ⓑ Pressure a Knight: expend a Knight in exchange for 1-6 Talents. [7.61]

- Games [7.4]

Spend money to improve your Popularity and reduce the general Unrest Level.

- Persuasion attempt, attract a Senator to your faction [7.5]

Choose one of your Senators to make the attempt. Roll 2d6 <= Base Number (10+ always fails)

- + Your Senator's Oratory + Influence + bribes from his Personal Treasury

- (target Senator's Loyalty + personal money + 7 (if target is in a faction)

- bids from any Faction's treasure (paid to target Senator).

- Auction off extra Initiatives, until there have been six (6) in total.

- HRAO rolls 5+ on d6 to revive destroyed Concessions [9.611]

Destroyed Concessions are face down in the Curia.

- Active Wars destroy Concessions [9.611]

They cannot be revived until next turn.

- HRAO rolls 5+ on d6 to kill unmatched Leaders [7.34]

### 4. Population Phase (8)

- Increase Unrest Level: [8.1]

+1 per Pirate, Drought or Unprosecuted War

- State of the Republic [8.2]

HRAO rolls 3d6 + Popularity – Unrest Level. Read result on Population Table.

## 5. Senate Phase (9)

### Voting

Each Senator has votes = Oratory + Knights + Talents spent from Personal Treasury [9.31]

A Tribune card may be used to cancel the vote.

If everyone votes against except the Presiding Magistrate, then the PM must step down immediately or lose 1 (one) Influence.

### Offices

#### **Determine HRAO [9.1]**

Dictator > Rome Consul > Field Consul > Censor > Master of Horse > Pontifex Maximus > highest Influence

#### **Elect new Consuls [9.2]**

Nominees must be aligned Senators present in Rome. The current Consul(s) are not eligible. [9.24]

No pair of Senators may be renominated, but either may be renominated in a new combination. [9.21]

Senators may not decline nomination, but they may vote against themselves.

If only one eligible pair remains, they are automatically elected.

The elected Consuls decide between themselves who will be Rome Consul. If no agreement, highest DR chooses. [9.25]

New HRAO takes over conduct of the senate immediately.

#### **Appoint/Elect Dictator (enable 3 wars to be fought & 2 Senators to lead an army)**

Only if 3 or more active wars or active war with strength  $\geq 20$ .

Appointment by agreement of Consuls or by Senate election run by HRAO if no Consuls.

Appointee must not already hold office.

New Dictator appoints Master of Horse, who may accompany him on campaign.

#### **Elect a Censor (who conducts prosecutions) [9.4]**

Nominees must be Senators present in Rome with previous Consular experience.

The current Censor IS eligible, but the new Consuls are not.

If only one eligible Senator remains, he is automatically elected.

If no eligible Senators are present, all Senators in Rome are temporarily eligible.

#### **Prosecutions (reduce a Senator's Popularity & Influence) [9.41]**

The Censor temporarily conducts senate business for this phase. His options are:

1. Up to two minor prosecutions [9.411]. Vulnerable: held office in the previous turn; collected concession income; returning Governor who collected personal revenue from his province.  
If guilty: -5 Popularity, -5 Influence, cede any Prior Consul counter to Prosecutor.
2. One major prosecution [9.42]. Vulnerable: held office other than governor in the previous turn.  
If guilty: Senator is executed.

Another consenting Senator must be appointed Prosecutor for each prosecution. Successful Prosecutor gains any lost Prior Consul counter &  $\frac{1}{2}$  any lost Influence [9.412]

The accused may add his Influence to the votes in his defence [9.41].

#### **Elect Provincial Governors [9.62]**

Nominees must be Senators in Rome with no other offices who have not just returned from Governorship this turn. Unaligned Senators (in the Forum) may be nominated [9.53].

All vacant provinces must be filled. If only one eligible Senator is present, he is automatically elected.

A Governor may be recalled immediately from a Province before his term is up by electing a new Governor for that province.

Elected Governors depart immediately and may not participate in further business this Senate Phase.

Nominations for Governors may be grouped as a single proposal.

### Other Business

See [9.19] for rules about ordering and grouping of proposals.

**Assign open Concessions present in the Forum (once per Senate phase)**

Assignments may be grouped as a single proposal.

**Pass (or repeal) a Land Bill, to decrease Unrest Level [9.62]**

Once per Senate phase. Proposal requires sponsor & co-sponsor, who gain Popularity. Repeal requires a sponsor who has sufficient Popularity. All Senators who vote against lose Popularity. May NOT abstain. If both sponsors are from a single faction then they risk assassination [9.623], which may be attempted without the usual consequences.

**Raise/disband forces [9.63]**

Payment (10T/unit) is made immediately. Units in Rome may be disbanded.

**Assign/recall legions to a Province garrison [9.645]**

Frontier Provinces (underscored names and black border silhouettes) are susceptible to Barbarian Raid Events, and should be garrisoned.

**Assign/recall forces to prosecute a war [9.64]**

Only Consuls or Dictator may be Commanders. The Field Consul must be sent prior to the Rome Consul. Sending the HRAO to war ends the Senate phase.

Force may not be sent without Commander's consent if its combined strength (plus Commander's Military rating) is less than that of the War.

Units may not be recalled from Proconsul without his consent if his combined strength would fall below that of the war.

Multiple armies may be sent to prosecute a war, in order to avoid disaster/standoff [9.644]

**Recall a Proconsul [9.643]**

Recalled forces go back to Active box. May be combined with assignment of replacement Commander. Proconsuls may refuse to be recalled if they have sufficient forces to continue fighting the War.

**Recall a Statesman from exile [9.433]**

Recalled Statesman rejoins his Family card, if present, or goes to Forum.

Senator who cast the most votes for recall gets immediate free unopposed Persuasion attempt vs. unmodified Loyalty.

**Elect a Consul for Life (wins the game) [9.67/83]**

May be proposed any time after the election of new Consuls. Only ONE proposal per turn.

Cannot be vetoed. Nominee must have Influence  $\geq 21$ . He may add his influence to his votes.

Once elected, the Consul for Life is immune to assassination. He wins at the end of the turn.

**Assassination [9.8/7]**

An attempt **must** be signalled by pointing at the intended target and saying "die swine". No Faction may be the target of more than one attempt per turn, and no Faction may attempt more than one Assassination per turn.

## 6. Combat Phase (10)

**Proconsuls may return to Rome if they have no Legions, or insufficient Fleets.**

**Battles [10.1]**

Naval battles must be won first, before land battle. Both may be fought on the same turn [10.12].

Roll 3d6 & check unmodified roll against War/Leader's Disaster [10.21] & Standoff [10.31] numbers, otherwise refer to the Combat Results Table, modified as follows:

- +Army strength: number of Navies or Legions (Veteran legions count double)
- +Commander's Military rating (not greater than army strength)
- Strength of war (may be doubled or tripled by matching wars [7.332])
- Leader strength, if any [7.34]

<b>Result</b>	<b>Death?</b>	<b>Losses</b>	<b>Veteran</b>	<b>Unrest</b>
<b>Defeat</b>	yes	from CRT	no	+2
<b>Disaster</b>	yes	half	no	+1
<b>Stalemate</b>	yes	from CRT	yes	-
<b>Standoff</b>	yes	quarter	yes	-
<b>Victory</b>	no	from CRT	yes	-1

**Master of Horse [9.34]**

Adds to commander's Military rating, does NOT nullify Disaster/Standoff result.

**Draw Mortality chits equal to number of lost units, to see if Commander(s) die/captured [10.8].**

The last chit drawn only causes the commander to be captured, not killed [10.82].

**Victory [10.4]**

Victorious Senator increases Influence and Popularity by ½ unmodified strength of war.

State Treasury is increased by "Spoils of War". (Not for Revolts.)

New Provinces may be created. Place their cards in the Forum, grey side up.

Surviving Legions & Fleets → Senator's card. He may declare himself a rebel in the Rebellion phase.

**Finally, active wars with no forces assigned → Unprosecuted [10.72]**

## 7. Revolution Phase (11)

**If there are 4 or more active wars, then everybody loses the game [12.5].**

**If there is a Consul for Life, then he wins the game [9.83]**

**Victorious Commanders may declare themselves to be rebels [11.2].**

Roll d6 to see which Legions rebel with you – you must pay for their upkeep from your own funds in the next Revenue phase.

**Advanced game: Loyal Commander may disband his veteran legion(s) [2.4.1]**

The Commander gains +1 Oratory & +1 Influence.

### Cards

**Traded cards now come back into play [7.37]**

**Players must get rid of Intrigue cards so that they have no more than 5 [11.1]**

Excess cards may be played or traded.

**Concessions may be played onto a Statesman or Senator [7.32]**

**Statesmen may be added to your faction (unless somebody else has their family).**

# Glossary

- Allegiance**.....**purple counter**  
One per Legion. Place on the commanding Senator's card when a Veteran Legion is created. [10.51]
- Black numbers**.....**black counter**  
Used to record negative Popularity.
- Captive**.....**blue counter**  
*Combat phase:* The last Mortality Chit drawn after a battle causes the commander to be captured rather than killed. He remains a Captive until the ransom is paid, or the war is won (when he is killed) [10.82].
- Censor**.....**big, square, red counter**  
Fourth highest office [9.1]. Conducts prosecutions during the Senate phase. The Censor is elected from amongst the Prior Consuls, immediately after the election of Consuls.
- Commander**.....  
A Senator who is assigned to fight a War.
- Concession**.....**card: red on white, "CONCESSION"**  
Extra income, but you may be prosecuted if you take it. Assign to a Senator.
- Consul for Life (win the game)**.....  
*Senate phase:*  
Any Senator with Influence 21+ may be proposed for Consul for Life [9.67/83].  
There may be only ONE Consul for Life vote in each Senate phase. The vote cannot be vetoed.  
*Rebellion phase:* If Rome survives, then a Consul for Life wins the game!
- Curia**.....**on the board**  
See: Repopulating Rome  
*Forum phase:* destroyed Concessions may be revived. [9.611]
- Dictator**.....**big, square, red counter**  
Highest office [9.1]. Presiding Magistrate, whose motions may not be vetoed. Immediately after a consular election, the two Consuls may appoint any Senator in Rome as Dictator. Having a Dictator allows the state to fight three wars simultaneously (commanded by Dictator, Field Consul & Rome Consul), and allows two Senators to command a single army (Dictator and his Master of Horse).
- Deck**.....**on the board: 1<sup>st</sup> tan space on left edge of board**  
*Forum phase:* On each initiative draw a card (unless forced to roll for an event).
- Defends (advanced game)**.....**on Province card**  
Indicates which war cards attack the Province.
- Drought**  
Drought can be caused by a random event in the Forum phase, or by a "Pirate" war card. During drought, grain Concessions' income may be increased at the cost of the corrupt Senator's Popularity.
- Event**.....**card: all grey/pink, dashed dividing line**  
Keep aside – do NOT put in the deck. These are placed in the Forum to record events rolled during the Forum phase.
- Exile**.....**orange counter**  
A way for Statesmen (NOT Senator families) to escape prosecution [9.421].
- Faction dominance**.....**green counter**  
Used in the solitaire variant.
- Faction leader**.....**yellow counter**  
Choose one Senator in your faction to be the leader, and mark him with this counter. The leader is immune to Persuasion attempts (Forum phase). If your leader dies, then you retain his (black text) family card rather than discarding it to the Repopulating Rome space on the board.

**Faction treasury [6.11]**.....on player's summary card  
 Money in the Faction Treasury is safe from loss, but can only be used in two ways:  
*Revenue phase:*  
 Freely shuffle money between Senators' & Faction's Treasuries.  
 (Means that money can be used to support rebel Legions & pay for Provincial forces.)  
*Forum phase:* spent on counter-bribes to interfere with a Persuasion attempt.

**Field Consul**.....**big, square, red counter**  
 Third highest office [9.1]. Primary military commander. Junior of the two Consuls who are elected at the start of the Senate phase. Consuls decide between themselves who will be Rome Consul and who Field Consul.

**Fleet**.....**big, square, red counter**  
 Unit of naval forces. Similar to Legions, but may not be Veteran.

**Fleet victorious**.....**big, square, red counter**  
 Some war cards have a naval component (the third number). When this naval battle is won, record it with this counter.

**Games**.....  
*Forum phase:* you may pay for Games in order to reduce the Unrest Level and increase your own Popularity.

**Governor (of a Province)**.....  
 Senator who is assigned by the Senate to govern a Province. Governors serve for three years, unless recalled.

**HRAO (Highest Ranking Available Official)**.....  
 The senior office holder in Rome. Usually the Rome Consul.

**Influence (most Influence wins the game)**.....on Senator card  
*Revenue phase:*  
 A Governor who improves a Province gains +3 Influence [6.16].  
 Contribute money to the State Treasury to gain Influence.  
*Forum phase:* Helps with a Persuasion attempt.  
*Senate Phase:*  
 Increased when the Senator receive an office [9.4].  
 Lose -1 if Presiding Magistrate loses a vote unanimously [9.34].  
 Counts towards votes when defending a prosecution [9.41].  
 Lose -5 Influence if found guilty [9.411].  
 A successful Prosecutor gains ½ of the guilty Senator's lost Influence [9.412].  
 Win the game! Eligible for Consul for Life if Influence is 21+ (automatic if 35+) [9.83].  
 (advanced) Priests add +1 to their Influence [13.21].  
*Combat phase:* Gain Influence (+½ war strength) by leading an army to victory.  
*Revolution phase:* (advanced) disband Veteran Legions to gain +1 Influence [2.4.1].

**Intrigue**.....**card: red on white, "INTRIGUE"**  
 Hint: Keep a Tribune card for the end of the game, to propose Consul for Life.

**Knight**.....**black counter, to be placed on Senator card**  
*Revenue Phase:* +1T Personal Income per Knight  
*Forum Phase:* Attract or pressure[7.61] a Knight  
*Senate Phase:* +1 vote per Knight

**Landbill [9.62]**.....**black counter**  
 Costs the state money, but reduces Unrest Level and wins Popularity. Placed in the State Treasury, while in effect.

**Leader**.....**card: black on white, "LEADER"**  
*Forum phase:* Activates any matching inactive wars [7.331], or goes to the Curia [7.34]

**Legion**.....**big, square, red counter**  
 Unit of land forces. Flip over to the purple side if the legion becomes Veteran [10.5].



*Revenue phase:* costs 2T to maintain.

*Senate phase:* costs 10T to raise. May be sent to fight wars.

*Combat phase:* +1 to die roll on Combat Results Table (+2 for Veterans).

**Local Taxes (advanced game)**.....on Province card

*Revenue phase:* Notional income, used to build provincial armies/fleets (Advanced game).

**Loyalty**.....on Senator card

*Forum phase:* defends against Persuasion attempts. Aligned Senators (in a faction) add +7 to their Loyalty.

**Manpower shortage / No recruitment**

These may happen as the result of a roll on the Event table (Forum phase) or the Unrest Level table (Population phase). Record the fact by placing this counter near the State Treasury track.

Manpower shortage: double the cost of new units (to 20T).

No recruitment: the Senate may not buy new forces.

**Master of Horse**.....big, square, red counter

Fifth highest office [9.1]. Accompanies the Dictator when he commands an army. The Master of Horse is appointed by the Dictator immediately after his own appointment.

**Maximum Forces (advanced game)**.....on Province card

*Revenue phase:* Maximum number of provincial Legions/Fleets that may be purchased with Local Taxes.

**Military**.....on Senator card

*Combat phase:* Helps you to fight battles.

**Money (Talents)**.....round, golden counter

*Revenue phase:* take Personal Income [6.1]

*Forum phase:* may pressure a Knight to get 1d6 Talents [7.6]. Spend on Games [7.4] or Persuasion [7.5]

*Senate phase:* may buy votes [9.31]

**Mortality chits**.....black counters with skull & cross-bones

*Mortality phase:* draw a chit to see who dies.

**Numbers, black**.....black counter

See: Black numbers.

**Numbers, white**.....white counter

See: White numbers.

**Oratory**.....on Senator card

*Forum phase:* helps with Persuasion attempts.

*Senate phase:* counts towards votes.

*Revolution phase:* (advanced) disband Veteran Legions to gain +1 Oratory [2.4.1].

**Personal Income**.....on Province card

*Revenue phase:* optional money to Governor (die roll) [6.12]

**Personal Treasury**.....on Senator card

Money placed on a Senator's card. Open to inspection by other players. Payments from the Personal Treasury may NOT be combined with other Senators. Used in the following ways:

*Revenue phase:* freely shuffle money between Senators' & Faction's Treasuries.

*Forum phase:*

Counts towards a Senator's Loyalty when defending against Persuasion.

Money gained from pressuring a Knight goes to Personal Treasury.

May be spent on any of the following:

1. Bids for extra Initiative.
2. Bribes to assist a Persuasion attempt.
3. Bribes to help attract a Knight.
4. Games.

*Senate phase:* Senators in Rome may buy votes with money from their Personal Treasury.

*Revolution phase:* rebel commanders may bribe Legions from their Personal Treasury.

**Persuasion**.....  
*Forum phase:* on your Initiative, one of your Senators may attempt to persuade another Senator (aligned with another Faction, or unaligned in the Forum) to join your Faction.

**Pirate**..... **war card**  
Some wars are also Pirates, which means they cause drought conditions. See: Drought.

**Pontifex Maximus (advanced game)**..... **big, square, red counter**  
Sixth highest office [9.1]. Appoints Senators to the Priesthood. The Pontifex Maximus is elected for life. The current incumbent may be replaced by a two-thirds majority vote in the Senate.

**Popularity (minimum -9, maximum 9)**..... **on Senator card**  
*Revenue phase:* You may lose Popularity if you take money from certain Concessions (minimum -9).  
*Forum phase:* Gain Popularity by sponsoring Games (maximum 9) [7.4].  
*Population phase:* The HRAO adds his Popularity to his State of the Republic roll. [8.2]  
*Senate phase:*  
Use Popularity to defend against prosecution. Lose -5 if found guilty [9.411].  
Gain/lose Popularity by sponsoring passage/repeal of a Land Bill [9.62]  
*Combat phase:* Gain Popularity (+½ war strength) by leading an army to victory (maximum 9).

**Priest (advanced game)**..... **red counter**  
During the Senate phase, the Pontifex Maximus must assign a new Priest to a Senator, or move an existing one. Each Senator may hold no more than one priesthood. Priests add +1 to their Influence.

**Prior Consul**..... **green counter, to be placed on Senator card**  
*Senate Phase:*  
A Senator becomes a Prior Consul when he relinquishes the offices of Consul or Dictator.  
Only a Prior Consul is eligible for election to the office of Censor.  
Cede to Prosecutor when found guilty in a minor prosecution [9.411].

**Proconsul**..... **big, red, square counter**  
If a Commander is not victorious, but survives a battle with some forces, then he becomes a Proconsul. He remains in the field, fighting the War.  
*Senate phase:*  
The Senate may choose to send reinforcements to the Proconsul, or recall him to Rome.  
A Proconsul may refuse recall, as long as his army strength + Military rating >= War strength.  
*Combat phase:*  
If a Proconsul has no Legions or insufficient Fleets, then he may return home. Otherwise he must continue to fight the War.

**Prosecution**.....  
*Senate phase:* Upon his election, the Censor may decide to prosecute one or two corrupt Senators. (Do not confuse this with Unprosecuted Wars.)

**Province Card**..... **card: all grey/pink, solid dividing line**  
Keep aside – do NOT put in the deck. These come into play when wars are won in the Combat phase. See: Personal Income, State Income, (advanced) Local Taxes, Maximum Forces & Defends.

**Rebel**..... **red counter**  
Use one of these counters to mark each Senator who declares himself a rebel in the Rebellion phase.

**Repopulating Rome**..... **on the board: 2<sup>nd</sup> black space in the Curia**  
Dead Senators are placed face down at the bottom of this deck.  
During the Senate phase, a Senator is revived from the top of this deck whenever the number of aligned Senators in Rome falls below eight [9.5/81].

**Revenue**..... **golden counter**  
Used to record the amount of money in the State Treasury (on the board).

**Rome Consul**..... **big, square, red counter**  
Second highest office [9.1]. Presiding Magistrate unless there is a Dictator. Senior of the two Consuls who

are elected at the start of the Senate phase. Consuls decide between themselves who will be Rome Consul and who Field Consul.

**Senator**.....**card: black on white, with head of Roman gentleman**

Represents a Senatorial family. They cannot be destroyed – if they 'die' then you lose control of them and the card is placed face down at the bottom of the “Repopulating Rome” space on the board.

*Start of game:* three to each player. Choose one to be the Faction Leader.

See also: Faction Leader, Influence, Knights, Loyalty, Military, Oratory, Popularity, Personal Treasury, Prior Consul.

**State income**.....**on Province card**

*Revenue phase:* money to State Treasury (die roll) [6.21]

**State treasury**.....**on the board**

*Revenue phase:* Receive income & pay regular costs such as upkeep of Legions.

*Senate phase:*

Place the Land Bill counter in the Treasury, while it is in effect [9.63/62].

Pay for newly raised Legions and Fleets.

**Statesman**.....**card: red on white, with head of Roman gentleman**

Represents an individual member of a Senatorial family. There is always a matching Senator card – look for the ID number. When Statesmen die, their card is placed on the discard pile and never re-enters play.

*Start of game/Revolution phase:* if the Statesman's family card is NOT in play, then you may add the Statesman to your faction. If YOU HAVE the corresponding family card, then you can place the Statesman on top of it.

*Forum phase:* if a Statesman is in play, and the corresponding family card is drawn from the deck, then the family card is automatically places beneath the Statesman's card.

See also: Faction Leader, Influence, Knights, Loyalty, Military, Oratory, Popularity, Personal Treasury, Prior Consul.

**Talents**.....**round, golden counter**

See: Money.

**Term**.....**black counter**

*Senate phase:* newly appointed Governors place a TERM marker on the '3' space on their Province card.

*Revenue phase:* move the marker down one space. When it leaves the track they return to Rome.

**Unprosecuted Wars**.....**on the board**

*Population phase:* +1 Unrest Level per Unprosecuted War [8.1]

*Combat phase:* Active wars with no forces → Unprosecuted [10.72]

**Unrest Level**.....**on the board**

*Forum phase:* reduced by Games [7.4]

*Population phase:*

Increased +1 per Pirate, Drought or Unprosecuted War [8.1].

Used in HRAO's State of the Republic roll [8.2]

*Senate phase:* reduced by passage of a Land Bill, increased by its repeal [9.63/62].

*Combat phase:* reduced by victories, increased by defeats & disasters [10.2] [10.4].

**Veteran Legion**.....**big, square, purple counter**

One ordinary Legion that survives a Standoff, Stalemate or Victory becomes a Veteran Legion – flip its counter over. Veteran Legions are worth two ordinary Legions. They have Allegiance to their Commander, which helps during a Rebellion.

**War**.....**card: black on white, “WAR”**

*Forum phase:* No armaments → inactive [7.33],

else → active & activates any matching inactive wars [7.331]

**White numbers**.....**white counter**

Used to record positive Influence and Popularity, and (advanced) the number of provincial forces on a Province card.