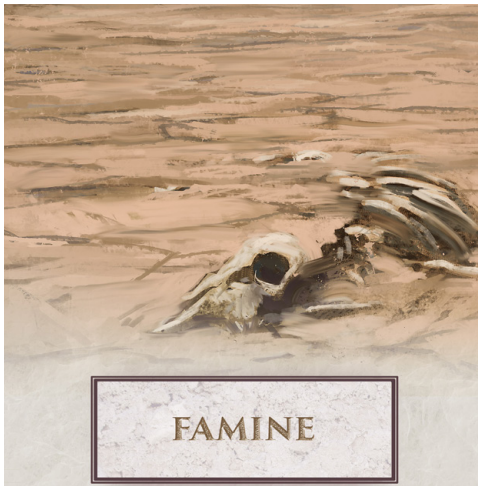




FAMINE

Roll a and place 1 in that Region. If there is an in that Region, place no .



FAMINE

Roll a and place 1 in that Region. If there is an in that Region, place no .



GRAIN SHORTAGE

Remove 3 from the Grain Storage.



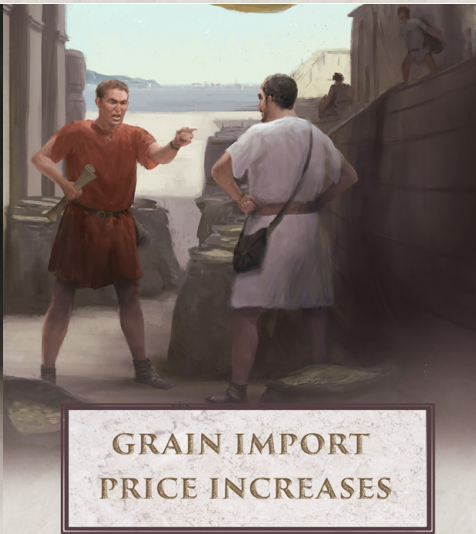
GRAIN SHORTAGE

Remove 3 from the Grain Storage.



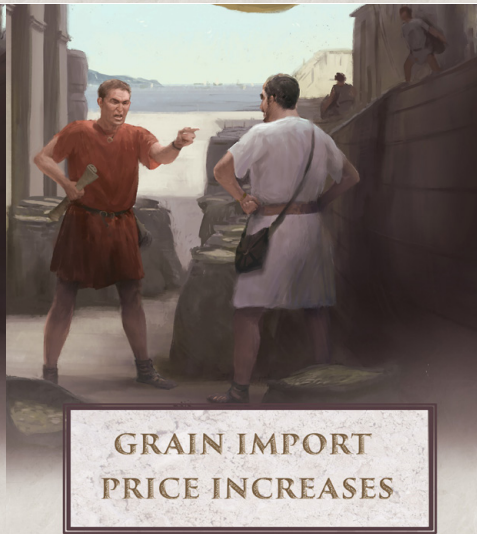
GRAIN SHORTAGE

Remove 3 from the Grain Storage.



GRAIN IMPORT PRICE INCREASES

Move the one space down.



GRAIN IMPORT PRICE INCREASES

Move the one space down.



LOTS OF ENEMIES

Roll the to decide a Province number. In every Region, place 1 in the Province with that number.



APPROACHING ENEMIES

Roll the to decide a Province number. In Region 1 and 2, place 2x in the Province with that number. Move all in Region 1 and 2 closer to their Regional Capital.



APPROACHING ENEMIES

Roll the to decide a Province number. In Region 2 and 3, place 2x in the Province with that number. Move all in Region 2 and 3 closer to their Regional Capital.



APPROACHING ENEMIES

Roll the to decide a Province number. In Region 3 and 4, place 2x in the Province with that number. Move all in Region 3 and 4 closer to their Regional Capital.



APPROACHING ENEMIES

Roll the to decide a Province number. In Region 1 and 4, place 2x in the Province with that number. Move all in Region 1 and 4 closer to their Regional Capital.



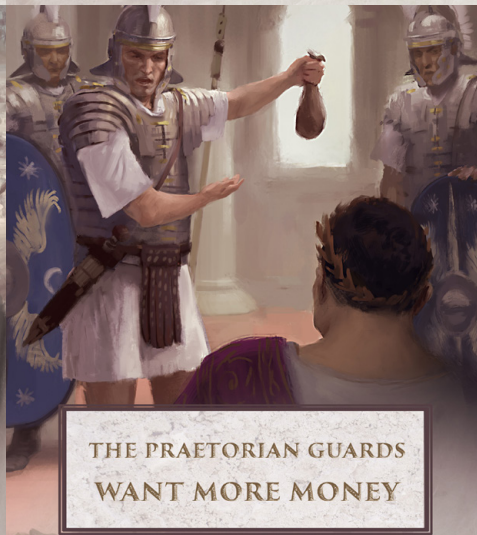
ENEMY MOVEMENT

Move all closer to their Regional Capital.



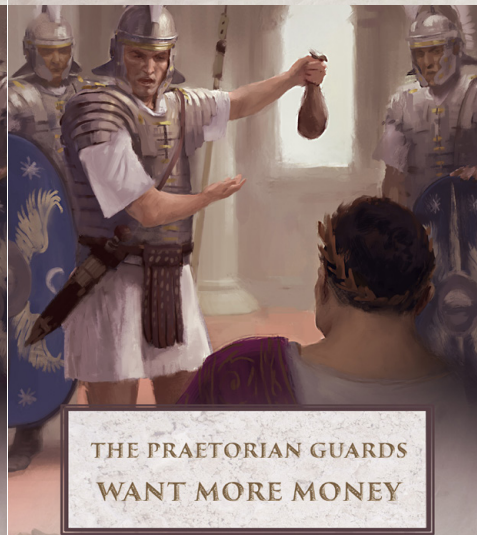
ENEMY MOVEMENT

Move all closer to their Regional Capital.



THE PRAETORIAN GUARDS WANT MORE MONEY

The Emperor loses equal to the current year, unless he pays 6 .



THE PRAETORIAN GUARDS WANT MORE MONEY

The Emperor loses equal to the current year, unless he pays 6 .



EARTHQUAKE

Roll a  to decide the target Region.
IN THE TARGET REGION:
All buildings are removed. Add 1 .
Remove one unit from each Province.
Each player lose 2 .



EARTHQUAKE

Roll a  to decide the target Region.
IN THE TARGET REGION:
All buildings are removed. Add 1 .
Remove one unit from each Province.
Each player lose 2 .



VOLCANIC ERUPTION

Roll a  and a  to decide the target Region and Province.
IN THE TARGET PROVINCE:
Players lose 1 .
Remove any buildings or units.
If there is no  in the Region, add 1  to the Region.



VOLCANIC ERUPTION

Roll a  and a  to decide the target Region and Province.
IN THE TARGET PROVINCE:
Players lose 1 .
Remove any buildings or units.
If there is no  in the Region, add 1  to the Region.



THE SENATE LEADER IS KILLED

Remove the rightmost .
The player that now has the rightmost  rolls the .



THE SENATE LEADER IS KILLED

Remove the rightmost .
The player that now has the rightmost  rolls the .



THE HEIR DIES

If no player is the  shuffle this card back in the  and draw a new . Place the  back on the Action space on the Emperor's mat.



THE HEIR DIES

If no player is the  shuffle this card back in the  and draw a new . Place the  back on the Action space on the Emperor's mat.



THE ROMAN PEOPLE ARE UNHAPPY

Move the  2 spaces to the left.



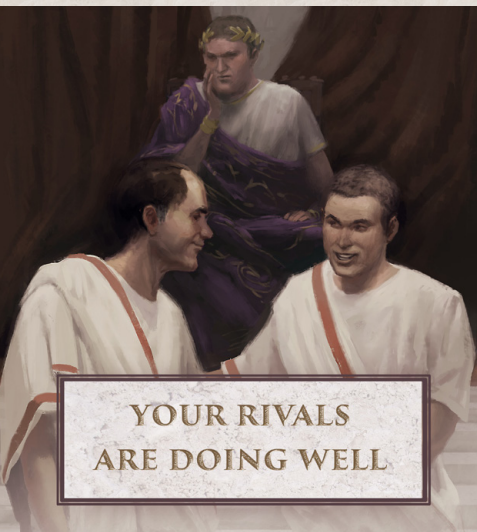
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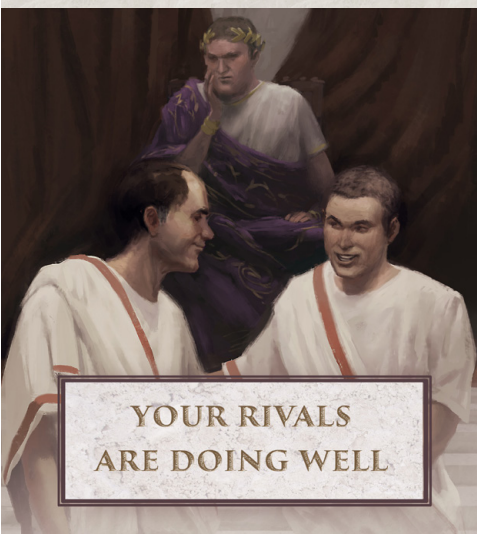
DILEMMA

CHOOSE ONE:
The Emperor receives  and the other players each receive 30 .
- OR -
The emperor receives 30  and the other players each receive .



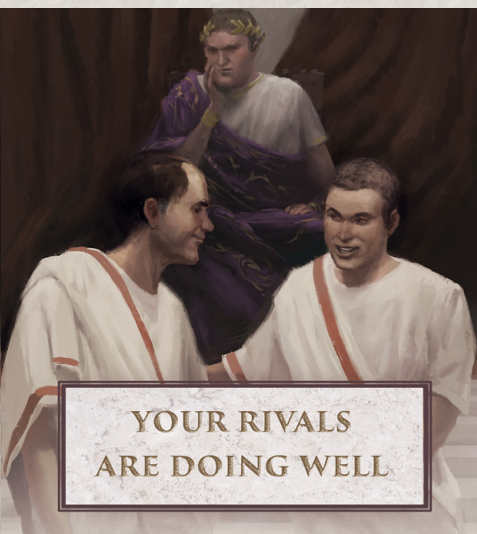
YOUR RIVALS ARE DOING WELL

All players except the Emperor may put one free  or free  on the .



YOUR RIVALS ARE DOING WELL

All players except the Emperor may put one free  or free  on the .



YOUR RIVALS ARE DOING WELL

All players except the Emperor roll 2 .



THE PRAETORIAN GUARDS WANT MORE MONEY

The Emperor loses  equal to the current year, unless he pays 9 .



THE PRAETORIAN GUARDS WANT MORE MONEY

The Emperor loses  equal to the current year, unless he pays 9 .

PLOT

The emperor must draw 1 extra **E** during the event phase this year.

– OR –

The emperor must draw 1 less **E** during the event phase this year.

+3
STRENGTH

PLOT

The emperor must draw 1 extra **E** during the event phase this year.

– OR –

The emperor must draw 1 less **E** during the event phase this year.

+3
STRENGTH

PLOT

You can do one extra action during your turn this year. Don't use a  on this action. (This action can not be copied or used on a face up **F**).

+2
STRENGTH

PLOT

You can do one extra action during your turn this year. Don't use a  on this action. (This action can not be copied or used on a face up **F**).

+2
STRENGTH

PLOT

Receive 5 .

–OR–

Remove 3  from the Grain Storage.

+3
STRENGTH

PLOT

Receive 5 .

–OR–

Remove 3  from the Grain Storage.

+3
STRENGTH

PLOT

Receive 5 .

–OR–

Remove 3  from the Grain Storage.

+3
STRENGTH

PLOT

Move the **H** (from anywhere) to your player mat, free of charge.

+2
STRENGTH

PLOT

Move the **H** (from anywhere) to your player mat, free of charge.

+2
STRENGTH

PLOT

Steal 5  from the Emperor.

+4
STRENGTH

PLOT

Steal 5  from the Emperor.

+4
STRENGTH

PLOT

Receive 15 , roll 2  and draw 2 **P**.

When this card is played, give it to the player on your right hand side. This card can only be played once per year.

If this card is in your hand at the end of the game, receive 1 .

+4
STRENGTH

PLOT

Remove any number of **-1**. Pay 10  per **-1** you remove.

+2
STRENGTH

PLOT

Make 2 items on the  swap places

– OR –

Place a free  on the .

+3
STRENGTH

PLOT

Make 2 items on the  swap places

– OR –

Place a free  on the .

+3
STRENGTH

PLOT

Move the  one space up or down.

+2
STRENGTH

RECEIVE:

ONE STAMINA PER SPACE

10

15

20

CHOOSE:

ONE STAMINA PER SPACE

1

15

2x P

THE PLAYER WITH THE MOST  IN THE CIRCLE AT THE END OF THE GAME GETS **2**

FOR THE REST OF THE GAME YOU GET:

+1 STRENGTH

+1 MOVEMENT