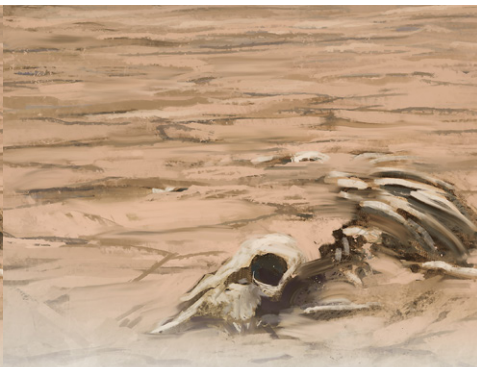




### FAMINE

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 IMPORT PRICE INCREASES

Move the one space down.



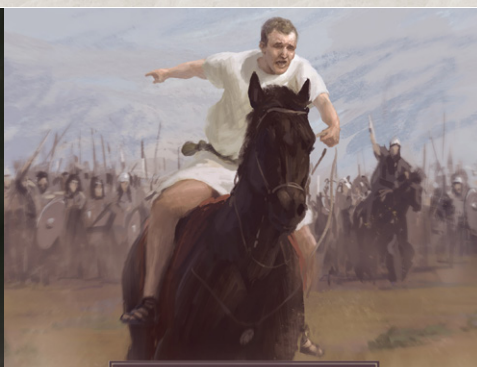
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Move the one space down.



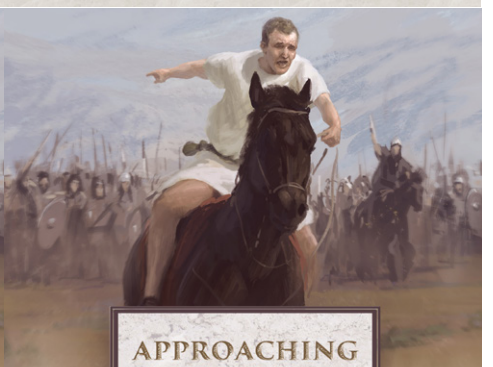
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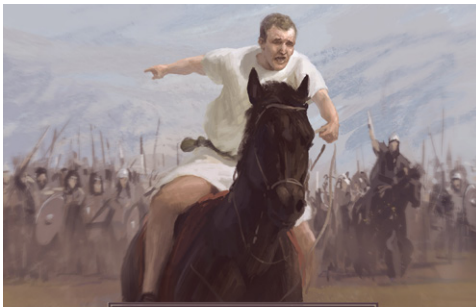
### LOTS OF ENEMIES

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



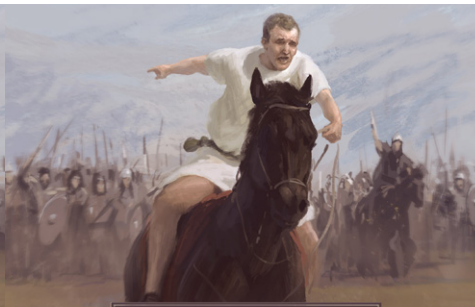
### APPROACHING ENEMIES

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.



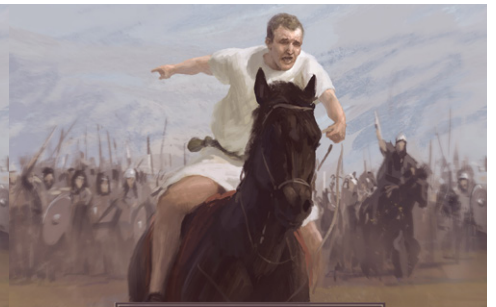
### APPROACHING ENEMIES

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 .



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



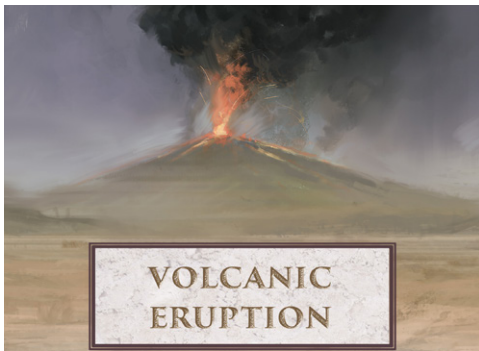
### EARTHQUAKE

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

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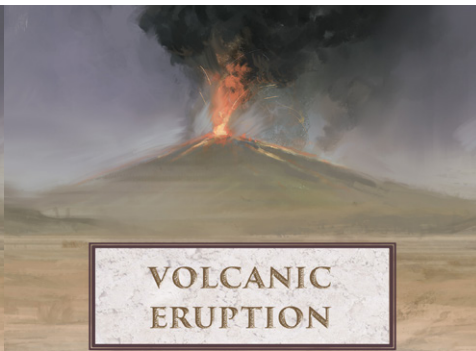
### VOLCANIC ERUPTION

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 .



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



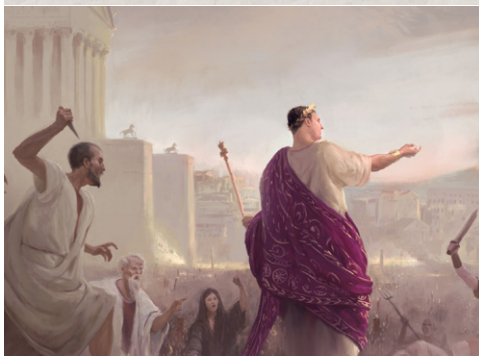
### THE HEIR DIES

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.



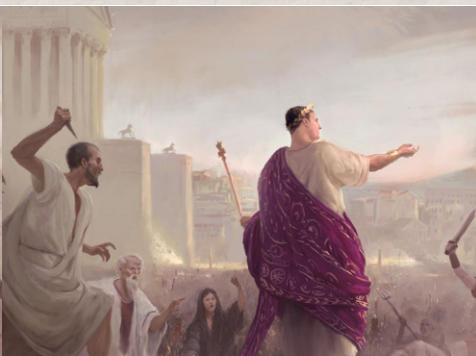
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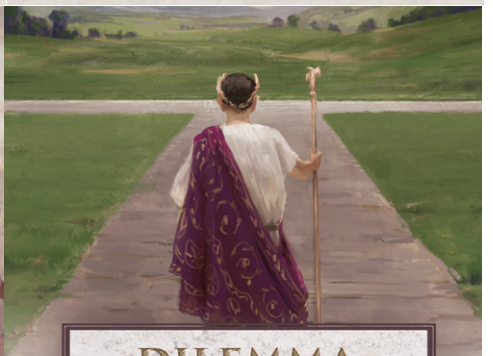
### THE ROMAN PEOPLE ARE UNHAPPY

Move the 2 spaces to the left.



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Move the 2 spaces to the left.



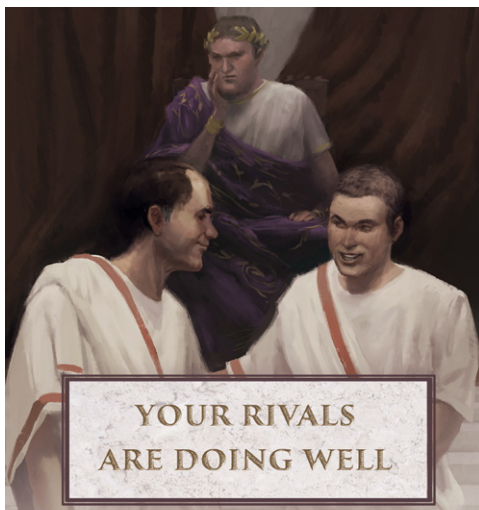
### DILEMMA

CHOOSE ONE:

The Emperor receives and the  
other players each receive 30 .

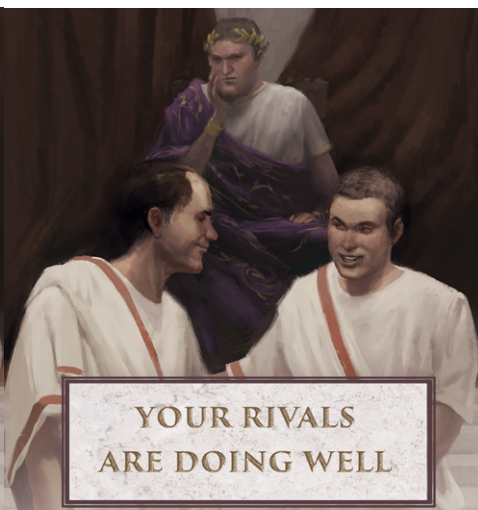
– OR –

The emperor receives 30 and the  
other players each receive .



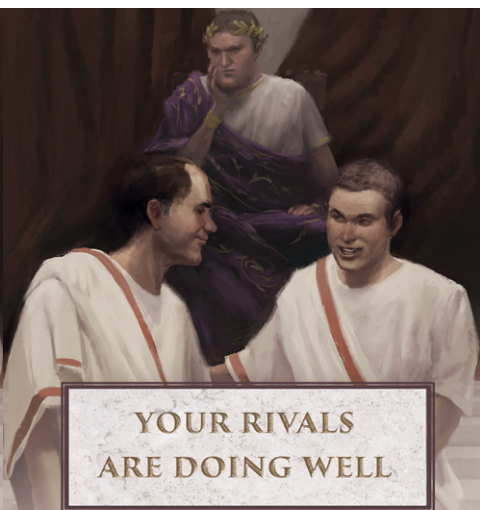
### YOUR RIVALS ARE DOING WELL

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 .



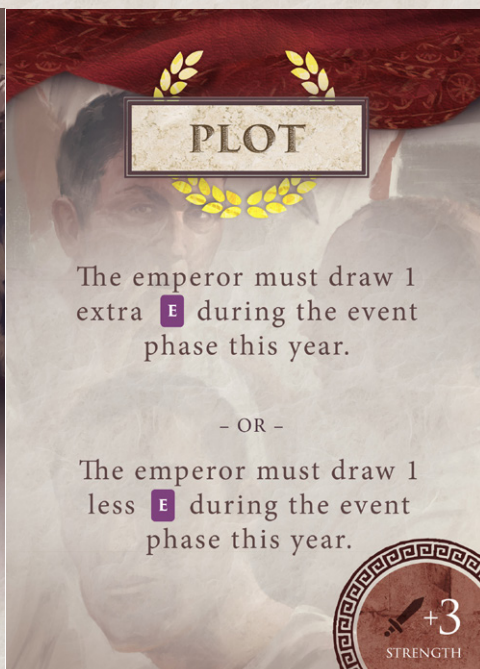
### THE PRAETORIAN GUARDS WANT MORE MONEY

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



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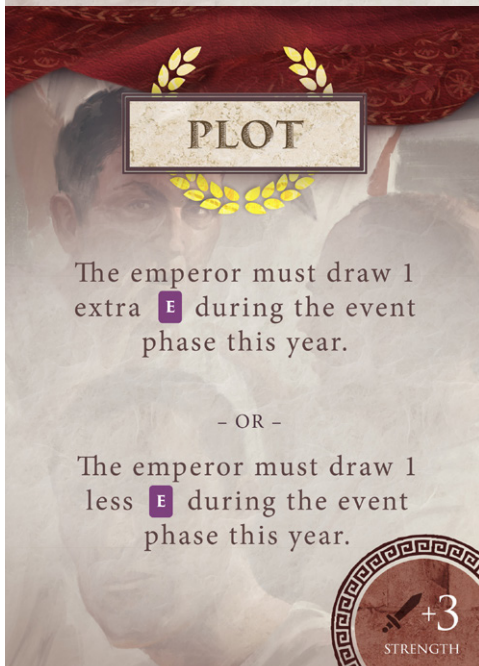
### PLOT

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

- OR -

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





### PLOT

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

- OR -

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





### 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 .





### 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 .



## 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  (from  
anywhere) to your player  
mat, free of charge.

 +2  
STRENGTH

## PLOT

Move the  (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 .

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 

 +4  
STRENGTH

## PLOT

Remove any number of .  
Pay 10  per  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

## PLOT

Move the ↕ one space up or down.

+2

STRENGTH

## PLOT

Place 1-2 of your unused 🟡 on a face up 🟡.

+3

STRENGTH

## PLOT

Place 1-2 of your unused 🟡 on a face up 🟡.

+3

STRENGTH

## PLOT

Place a free 🏛️ in the Senate.

- OR -

Remove the rightmost 🏛️ from the Senate and place it back in the senator pile.

+4

STRENGTH

## PLOT

Place a free 🏛️ in the Senate.

- OR -

Remove the rightmost 🏛️ from the Senate and place it back in the senator pile.

+4

STRENGTH

## HIDDEN AGENDA

AT THE END OF THE GAME, YOU GET:

2 If you have minimum 5 🏛️ in the Senate.

1 If you have the rightmost 🏛️ in the Senate.

-1 If you have less than 3 senators in the 🏛️.

## HIDDEN AGENDA

AT THE END OF THE GAME, YOU GET:

- 2** If  is 14 or more.
- 1** If  is 9 or more.
- 1** If  is 5 or less.

## HIDDEN AGENDA

AT THE END OF THE GAME, YOU GET:

- 2** If you have 50  or more.
- 1** If you are the richest player.
- 1** If you are the poorest player.

## HIDDEN AGENDA

AT THE END OF THE GAME, YOU GET:

- 2** If you have placed all your  on the map.
- 1** If you have placed 2 or more  on your mat.
- 1** If you have not placed any  on your mat.

## HIDDEN AGENDA

AT THE END OF THE GAME, YOU GET:

- 1** Per region that is free of .
- 1** If no region is free of .

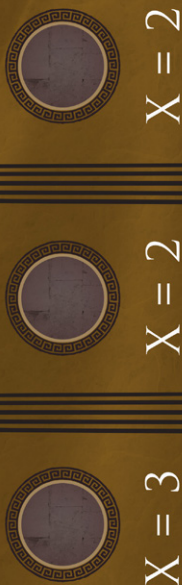
## HIDDEN AGENDA

AT THE END OF THE GAME, YOU GET:

- 2** If you are the Emperor.
- 1** If you are the .
- 1** If you have no  in the Senate.

MOVE X  FROM YOUR USED TO YOUR UNUSED SECTION

ONE STAMINA PER SPACE



REMOVE NEGATIVE POINTS

ONE STAMINA PER SPACE



MOVE THE  ONE SPACE UP OR DOWN



FOR THE REST OF THE GAME:

DRAW +1  AT THE END OF YOUR TURN AND GET +1 TO YOUR HAND LIMIT

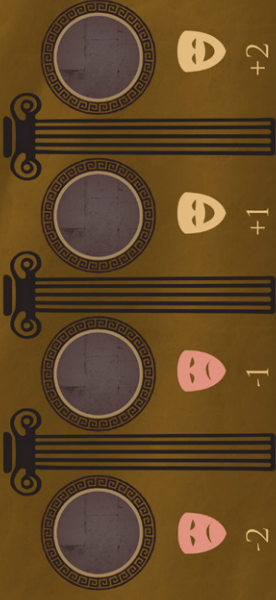


THE PLAYER WITH THE MOST  IN THE  
CIRCLE AT THE END OF THE GAME GETS 



ADJUST HAPPINESS:

ONE STAMINA PER SPACE



FOR THE REST OF THE GAME YOU GET:

+1 STRENGTH  
+1 MOVEMENT



RECEIVE:

ONE STAMINA PER SPACE



CHOOSE:

ONE STAMINA PER SPACE

