


INCOME OSTIA (GRAIN MERCHANTS)

| INCOME (NORMAL) | INCOME (🕷️) OR (☀️) |
|-----------------------------------|-----------------------------------|
| 1st round: 3 Dn. | 1st round: 4 Dn. |
| 2nd round: 5 Dn. | 2nd round: 6 Dn. |
| 3rd round: 6 Dn. | 3rd round: 7 Dn. |
| (each extra round: 2 Dn.) | (each extra round: 2 Dn.) |


INCOME LUPANAR (BROTHEL)

| INCOME (NORMAL) | INCOME (🕷️) OR (☀️) |
|-----------------------------------|-----------------------------------|
| 1st round: 2 Dn. | 1st round: 3 Dn. |
| 2nd round: 3 Dn. | 2nd round: 4 Dn. |
| 3rd round: 3 Dn. | 3rd round: 4 Dn. |
| (each extra round: 1 Dn.) | (each extra round: 1 Dn.) |


INCOME ALEATORJUM (GAMBLING-HALL)

| INCOME (NORMAL) | INCOME (🕷️) OR (☀️) |
|-------------------------------------|-------------------------------------|
| 1st round: 2 Dn. | 1st round: 1d4 Dn. |
| 2nd round: 1d4 Dn. | 2nd round: 1d6 Dn. |
| 3rd round: 1d6 Dn. | 3rd round: 1d8 Dn. |
| (each extra round: 1d4 Dn.) | (each extra round: 1d4 Dn.) |

LOCATIONS OF CORRUPTED OFFICIALS (WITH EFFECTS)

Outcome of Corruption attempt
(after all Corruption Boxes were placed before)

("SINGLE" means just 1 Box on the Location)

("MORE" means more than 1 Box on the Location)


AEDILIS See appropriate card

SINGLE:
Either add or remove 2d10 of any color for each Veteran Roll next Turn.

MORE:
1st: Either add or remove 1d10 of any color for each Veteran Roll next Turn.

2nd: Do the same as 1st player or ignore.

Done in each appropriate phase!


SACERDOS See appropriate card

SINGLE:
For the next battle either increase or decrease effect of Sulla's Troops by up to 30% of its **Legionary Points**

MORE:
1st: For the next battle either increase or decrease effect of Sulla's Troops by up to 20% of its **Legionary Points**

2nd: Increase 1st player action by 10% or ignore.

Done in the appropriate phase!


PRAETOR See appropriate card

SINGLE:
Increase or decrease Sulla's Troops (**Legionary Pts.**) by 1d8.

MORE:
1st: Increase or decrease Sulla's Troops by 1d6.

2nd: Increase 1st player action by 1d4 or ignore.

Done in the appropriate phase!


SENATOR

ONLY FIRST:
Remove 1 Peace Card of your choice. 1 Peace Card of each type must remain in each part (Populares, Medius, Optimates). **Directly done!**


SECRETARIUS

ONLY FIRST:
Look at the Senators/Equites on the Proscription List (Numerum Proscriptorum) and remove up to 3, then randomly redraw 3 others placing them face-down, placing the 3 removed back into the Cup and Add 1d8 Bloodmoney (**Praemium Cruentum**) on other player's account. Remove the same amount from your account. **Directly done!**