

# SEQUENCE OF PLAY (ADVANCED)

(A MAXIMUM OF 6 TURNS IS PLAYED)

- 1 **PROCLAMATION OF THE NEWLY PROSCRIBED:** (left out in first round). Replenish the Proscribed from the “Numerum Proscriptorum” (if a Senator or Eques cannot be placed discard and increase **Populares Legionaries** by + 2 (Senators) or + 1 (Eques); **if 2 or more** cannot be placed 1 Disfavour for each player). In addition, the Rogues from the “Caupona” are removed and replaced by 6 Rogues drawn randomly.
- 2 **STRYGA CARD:** (each player takes one Stryga card) (left out in first round).
- 3 **REORGANIZATION:** (Move Leaders and Rogues from Dormitorium/Valetudinarium to Custodia; players decide on whether to add money to Corruption Boxes and how much).
- 4 **TURN ORDER MARKERS** (drawn secretly).
- 5 **1ST PLAYER ROUND:**
  - A. **Player Action:** (In Turn Order each player takes 1 action: either normal (move) or reorganization).
  - B. **Time Markers:** Place a Time Marker on each Gang/Leader outside the Lair.
  - C. **Veterans:** Old Veterans removed. Dice are rolled and Veterans placed (d10 [2 red, 1 black, 1 green, 1 blue])
  - D. **Sullani:** Old Sullani removed. A die/dice are re-rolled and Sullani placed (highest d10 from “c” rerolled).
  - E. **Conflicts:** Conflicts with Veterans/Sullani are solved in Turn Order.
- 6 **2ND PLAYER ROUND:**
  - A. **Player Action:** (In Turn Order each player takes 1 action: either normal (move) or reorganization).
  - B. **Time Markers:** Place a Time Marker on each Gang/Leader outside the Lair.
  - C. **Veterans:** Old Veterans removed. Dice are rolled and Veterans placed (d10 [2 red, 1 black, 1 green, 1 blue])
  - D. **Sullani:** Old Sullani removed. A die/dice are re-rolled and Sullani placed (highest d10 from “c” rerolled).
  - E. **Conflicts:** Conflicts with Veterans/Sullani are solved in Turn Order.
- 7 **3RD PLAYER ROUND:**
  - A. **Player Action:** (In Turn Order each player takes 1 action: either normal (move) or reorganization).
  - B. **Time Markers:** Place a Time Marker on each Gang/Leader outside the Lair.
  - C. **Veterans:** Old Veterans removed. Dice are rolled and Veterans placed (d10 [2 red, 1 black, 1 green, 1 blue])
  - D. **Sullani:** Old Sullani removed. A die/dice are re-rolled and Sullani placed (highest d10 from “c” rerolled).
  - E. **Conflicts:** Conflicts with Veterans/Sullani are solved in Turn Order.
- 8 **RETURN TO LAIR:**
  - A. **Return from Quarters within Rome** (in reversed Turn Order; one Gang withdrawal per player order, continuing until all Gangs returned; not applicable for Gangs in or setting Ambush on way to Ostia; nor for Gangs besieging; see below).
  - B. **Return from Ostia** (in reversed Turn Order).
  - C. **Return from way to Ostia/Ambush** (in reversed Turn Order).
  - D. **Return besieging Gangs** (in reversed Turn Order).
- 9 **CORRUPTION ATTEMPTS:** Solve Bribery with Corruption Boxes (highest wins, first wins ties, losers may join):
  - A. **Secretarius.**
  - B. **Senator.**
  - C. **Aedilis.**
  - D. **Praetor.**
  - E. **Sacerdos.**
- 10 **UNUSED BRIBES** - Return unused money from Corruption Boxes to bank.
- 11 **CHRYSOGONUS’ DISPLEASURE** - Roll 1d6: 1-2 no effect, 3-4 a random disfavor for a maximum of two random players; 5-6 each player 1 random disfavor.
- 12 **CIVIL WAR:** Roll for Civil War (1d10 each side + no. of Legionaries; higher no. is winner; thereafter both lose ½ the troops (rounded-up) 1 kept if winner, 1 more lost if loser) (left out in first and second round).
- 13 **PEACE ROLL:** (1d6 + bonus + turn no.; peace with 10+; if Peace game ends; if round 6 and no Peace, game still ends with Sulla’s Justice).
- 14 **REINFORCEMENTS:** Reinforcements for Optimates (1d6 if Optimates did not lose last turn; 1d10 if having lost).

# SEQUENCE OF PLAY (BASIC)

(A MAXIMUM OF 6 TURNS IS PLAYED)

- 1 **PROCLAMATION OF THE NEWLY PROSCRIBED:** (left out in first round) Replenish the Proscribed from the “Numerum Proscriptorum” (if 2 or more Senators or Equites cannot be placed 1 Disfavour for each player). In addition, the Rogues from the “Caupona” are removed and replaced by 6 Rogues drawn randomly.
- 2 **STRYGA CARD:** (each player takes one Stryga card) (left out in first round).
- 3 **REORGANIZATION:** (Move Leaders and Rogues from Dormitorium/Valedtudinarium to Custodia)
- 4 **TURN ORDER MARKERS** (drawn secretly).
- 5 **1ST PLAYER ROUND:**
  - A. **Player Action:** (In Turn Order each player takes 1 action: either normal (move) or reorganization).
  - B. **Time Markers:** Place a Time Marker on each Gang/Leader outside the Lair.
  - C. **Veterans:** Old Veterans removed. Dice are rolled and Veterans placed (d10 [2 red, 1 black, 1 green, 1 blue])
  - D. **Sullani:** Old Sullani removed. A die/dice are re-rolled and Sullani placed (highest d10 from “c” rerolled).
  - E. **Conflicts:** Conflicts with Veterans/Sullani are solved in Turn Order.
- 6 **2ND PLAYER ROUND:**
  - A. **Player Action:** (In Turn Order each player takes 1 action: either normal (move) or reorganization).
  - B. **Time Markers:** Place a Time Marker on each Gang/Leader outside the Lair.
  - C. **Veterans:** Old Veterans removed. Dice are rolled and Veterans placed (d10 [2 red, 1 black, 1 green, 1 blue])
  - D. **Sullani:** Old Sullani removed. A die/dice are re-rolled and Sullani placed (highest d10 from “c” rerolled).
  - E. **Conflicts:** Conflicts with Veterans/Sullani are solved in Turn Order.
- 7 **3RD PLAYER ROUND:**
  - A. **Player Action:** (In Turn Order each player takes 1 action: either normal (move) or reorganization).
  - B. **Time Markers:** Place a Time Marker on each Gang/Leader outside the Lair.
  - C. **Veterans:** Old Veterans removed. Dice are rolled and Veterans placed (d10 [2 red, 1 black, 1 green, 1 blue])
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- 8 **RETURN TO LAIR:**
  - A. **Return from Quarters within Rome** (in reversed Turn Order; one Gang withdrawal per player order, continuing until all Gangs returned; not applicable for Gangs in or setting Ambush on way to Ostia; nor for Gangs besieging; see below).
  - B. **Return from Ostia** (in reversed Turn Order).
  - C. **Return from way to Ostia/Ambush** (in reversed Turn Order).
  - D. **Return besieging Gangs** (in reversed Turn Order).
- 9 **CHRYSOGONUS’ DISPLEASURE** - Roll 1d6: 1-2 no effect, 3-4 a random disfavor for a maximum of two random players; 5-6 each player 1 random disfavor.
- 10 **PEACE ROLL:** (1d6 + 1 + turn no.; peace with 10+; if Peace game ends; if round 6 and no Peace, game still ends. (left out in first and second round).

