

EVENT

2

**INCREASED
INTERNAL DISORDER**

All undeveloped Provinces lose all Revenue during the coming turn and may not attempt Improvement dr. Next Revenue Phase: Revolt $DR \leq 5 =$ Revolt.

Garrison Legion = + 1 DRM

EVENT

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2

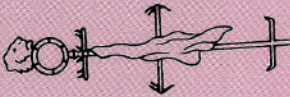
RISE FROM REFUGE

The Enemy Leader will automatically activate all Wars/Revolts in play until he is defeated.

This Event remains in play until used.

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FOREIGN EPIDEMIC

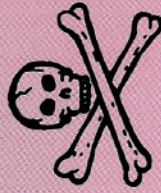
Draw six Mortality Chits

Effective only vs first Governor, Exile, Rebel, or ProConsul drawn.

Further Foreign Epidemics are Possible.

EVENT

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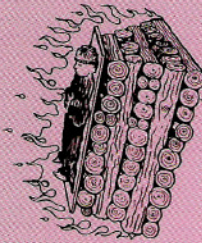
ENEMY SUES FOR PEACE

Disheartened by the loss of their Leader, the largest current matching War of that Leader sues for peace. The State receives half of any Spoils of War (fractions rounded down) and shuffles the War card back into the deck. Not applicable to Rebel Senators.

Remove at start of next Forum Phase.

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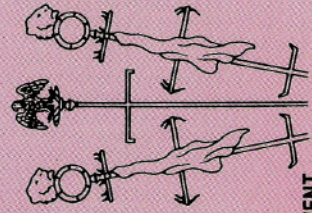
2

ANOTHER NEW ALLIANCE

Yet another Neutral sides with Rome against the same War. Enemy is desperate for peace. At end of Senate Phase, State collects all Spoils of War for the designated War and War card is discarded. Not usable vs Revolt. Remove at start of next Forum Phase.

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**EXTREME MANPOWER
SHORTAGE**

30 T. for each unit formed

Increases cost 10 T. for each additional Manpower Shortage Event or result.

Remove at start of next Forum Phase

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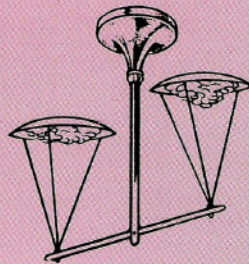
EVENT

2

ANOTHER CORRUPTION TRIAL
Yet another successful prosecution of a corrupt Governor further discourages graft. During the next Revenue Phase, the State income from every Province is increased by 5 Talents and Personal income of every Governor is decreased by the same amount. Remove at start of next Forum Phase.

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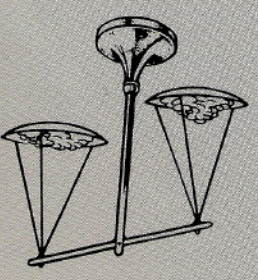
EVENT

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TRIAL OF VERRES
70 BC

Successful prosecution of corrupt Governor discourages Provincial misgovernment. During the next Revenue Phase, the State Income from every Province is increased by 3 T. Governor Personal Income is decreased by the same amount. Remove at start of next Forum Phase

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MANPOWER SHORTAGE

Increase Legion/Fleet Formation costs to 20 T. for each unit. Cumulative with other Manpower Shortage Events or Results. Remove at start of next Forum Phase.

EVENT



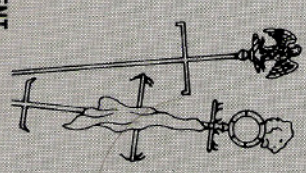
EVENT

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NEW ALLIANCE

Neutral sides with Rome—tilting the balance of power. Enemy sues for peace. Applicable to War/Revolt of HRAO's choice at end of Senate Phase. State collects half of any Spoils of War (fractions rounded down). Return War to deck for reshuffle.

EVENT



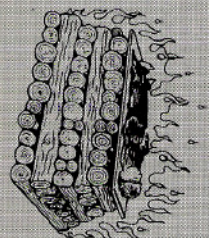
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ENEMY LEADER DIES

Any one enemy Leader in play at the end of the Forum Phase of the HRAO's choice is discarded. Not applicable to Rebel Senators. Remove at start of next Forum Phase.

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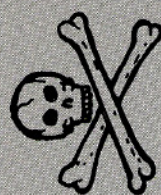
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EPIDEMIC

Draw six Mortality Chits. Effective only vs those in Rome.

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REFUGE

The next Enemy Leader killed by a Victory will instead be given Refuge by the next War/Revolt card drawn. That Leader may remain in play and aid that Refuge War/Revolt but is eliminated when that card is defeated. This Event remains in play until used.

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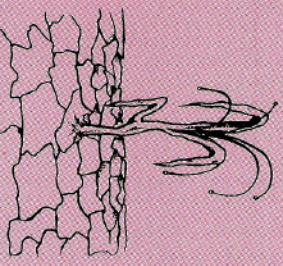
INTERNAL DISORDER

All undeveloped Provinces lose all Revenue during the coming turn and may not attempt Improvement dr. Next Revenue Phase: Revolt DR ≤ 4 = Revolt. Garrison Legion = +1 DRM. Remove at end of Forum Phase.

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SEVERE DROUGHT
2

Increase Unrest Level +1
Triple Grain Concession Income.
If gaining tripled income, lose 3 Pop.
3 current Droughts: 4 X income; -4 Pop
4 current Droughts: 5 X income; -5 Pop
Remove at start of next Forum Phase.

EVENT

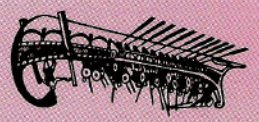


EVENT

MORE MOB VIOLENCE
2

Draw Mortality chits equal to the current Unrest Level plus a dr. Deaths are applicable only to those in Rome whose Popularity is \leq the Unrest Level. Further riots are possible this turn.

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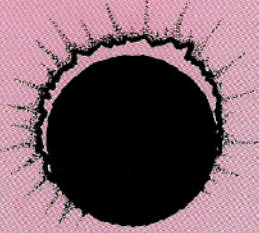


EVENT

INCREASED RHODIAN INVOLVEMENT
2

Rhodes sends an additional four free Fleets. Only Maintenance costs apply. 12 Fleets (or all Rome has; whichever is less) must be disbanded at the end of the current War requiring the most Fleets. This card can be rejected by vote of the Senate in upcoming Senate Phase to avoid maintenance costs.

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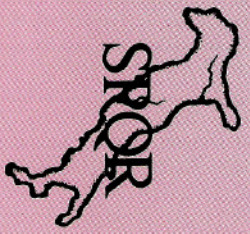


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MORE EVIL OMENS
2

Confidence erodes at all levels of government. Pontifex Maximus deposed with loss of 5 Influence. -2 to all die/dice rolls except: +2 to Persuasion Attempts. No Effect to Initiative DR. More Evil Omens have cumulative effect. Remove at start of next Forum Phase.

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EXTREME ALLIED ENTHUSIASM
2

State gets 75 Talents in Revenue Phase
Limit of two results and 75 T./Turn
Remove at start of next Forum Phase

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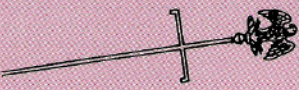


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BARBARIAN RAIDS INCREASE
2

At Start of next Revenue Phase each Frontier Province makes a Raid DR. A Raid DR plus Force < 17 = Overrun. A Force loss equal to colored dr of Raid DR. An Overrun Developed Province reverts to Undeveloped state. No improvement dr allowed. Force = Armies + Governors's Military Rating.

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ROMAN AUXILIARIES DESERT
2

Roman troops are shaken. All battles fought this turn with an even TDR will result in a temporary increase to the War card's Strength for this turn equal to the roll of the white dice. Remove at start of next Forum Phase.

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WIDESPREAD NATURAL DISASTER
2

Make another Destroyed Concession dr.
1-2: Destroy Mining Concession
3-4: Destroy Harbor Fees Concession
5: Destroy Armaments Concession
6: Destroy Ship Building Concession
Further Disaster Events this turn each cause one additional dr.

EVENT