

SENATE LEADER

+3 SPQR Influence

When vacant, emperor decides which other player having an eligible candidate receives this office. Receiving player decides which of his candidates takes it.

LEGATUS

+3 Military Influence

Assigned to highest Military influence other than Emperor right after selection. Plays 0-2 cards to 1 Crisis after Emperor.

1st: 15P **2nd: 10P**
3rd: 6P **4th: 3P**

Else 1P per crisis card removed.

PRAETORIAN PREFECT

+3 Praetorian Influence

When vacant, emperor decides which other player having an eligible candidate receives this office. Receiving player decides which of his candidates takes it.

CAVALRY COMMANDER

+3 Military Influence

When vacant, emperor decides which other player having an eligible candidate receives this office. Receiving player decides which of his candidates takes it.

EMPEROR

1. Assigns Legatus, then vacant offices.
2. Crises mount.
3. Address 1 crisis:
1st: 21P **2nd: 15P**
3rd: 10P **4th: 6P**
4. Legatus may act.
5. Emperor dies:
A side ► discard
B side ► out of play

SPQR

Sequence of Play

A. Reveal cards and Draft (3 each, switchback).
B. Select Emperor.
C. Set new selection method.
D. Emperor actions (see card).
E. Dealer changes (> points).

PRAETORIAN

MILITARY

Emperor Selection Method

B SPQR IV

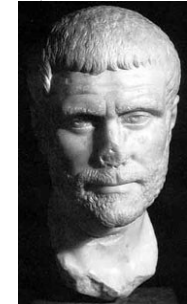
May go to discard pile instead of leaving play.



GORDIAN II

A MILITARY I PRAETORIAN IV

As emperor, +6 v. Goths, -3 v. Palmyra



CLAUDIUS II

5 M 5
PERSIA



B
[5..7]

5 M 5
PERSIA



B
[5..7]

5 M 5
PERSIA



B
[5..7]

6 M 6
PERSIA



B
[5..7]

6 M 6
PERSIA



B
[5..7]

6 M 6
PERSIA



B
[5..7]

6 M 6
PERSIA



B
[5..7]

7 M 7
PERSIA



B
[5..7]

7 M 7
PERSIA



B
[5..7]

7 M 7
PERSIA



B
[5..7]

5 M 5
GOTHS



A
[3..5]

4 M 4
GOTHS



A
[3..5]

3 M 3
GOTHS



A
[3..5]

4 M 4
GOTHS



A
[3..5]

4 M 4
GOTHS



A
[3..5]

3 M 3
GOTHS



A
[3..5]

4 M 4
GOTHS



A
[3..5]

5 M 5
GOTHS



A
[3..5]

5 M 5
GOTHS



A
[3..5]

3 M 3
GOTHS



A
[3..5]

8 M 8
PALMYRA



C
[3..8]

3 M 3
PALMYRA



C
[3..8]

3 M 3
PALMYRA



C
[3..8]

3 M 3
PALMYRA



C
[3..8]

3 M 3
PALMYRA



C
[3..8]

3 M 3
PALMYRA



C
[3..8]

3 M 3
PALMYRA



C
[3..8]

3 M 3
PALMYRA



C
[3..8]

3 M 3
PALMYRA



C
[3..8]

2 2
GOLD



[2..2]

2 2
GOLD



[2..2]

2 2
GOLD



[2..2]

2 2
GOLD



[2..2]

2 2
GOLD



[2..2]

2 2
GOLD



[2..2]

2 2
GOLD



[2..2]

2 2
GOLD



[2..2]

2 2
GOLD



[2..2]

6 6
SPQR



D
[3..9]

9 9
SPQR



D
[3..9]

5 5

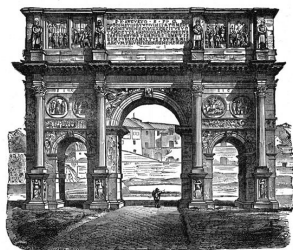
SPQR



D
[3..9]

6 6

SPQR



D
[3..9]

6 6

SPQR



D
[3..9]

3 3

SPQR



D
[3..9]

6 6

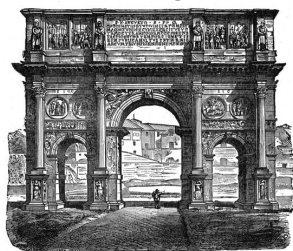
SPQR



D
[3..9]

7 7

SPQR



D
[3..9]

8 8

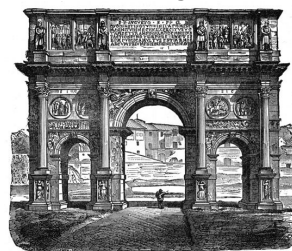
SPQR



D
[3..9]

4 4

SPQR



D
[3..9]

B MILITARY II
PRAETORIAN II
As emperor, discards
any one Crisis card.



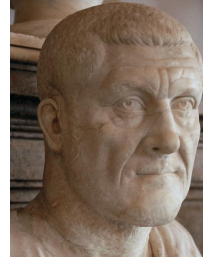
CARUS

A MILITARY II
SPQR I
PRAETORIAN I
Crisis rankings can be
reversed.



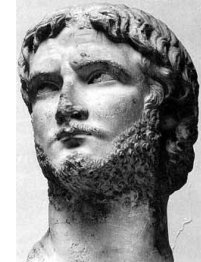
NUMERIAN

A MILITARY II
PRAETORIAN I
As emperor, moves 2
gold crisis cards to
other crises.



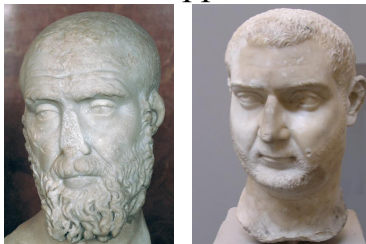
MAXIMINUS THRAX

B MILITARY II
SPQR II
As emperor, +4 v.
Goths, +5 v. Persia,
-3 v. Palmyra



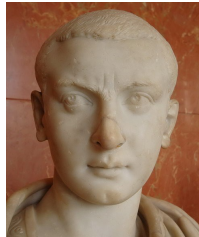
GALLIENUS

A MILITARY I
PRAETORIAN III
As emperor may draw
a random hand card
from opponent.



PUPIENUS & BALBINUS

B SPQR II
PRAETORIAN III
As emperor may play
cards as if they were
value 2 Gold cards.



GORDIAN III

A MILITARY I
PRAETORIAN III
As emperor may cancel
1 Persia card for each
gold.



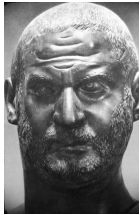
PHILIP THE ARAB

B MILITARY III
PRAETORIAN I
As emperor, +5 v.
Goths.



CARINUS

B MILITARY I
SPQR III
PRAETORIAN I
As emperor may cancel
1 Goths card for each
Gold.



TREBONIANUS GALLUS

A MILITARY II
As candidate may
transfer 1 Goths card
from a rival's display.



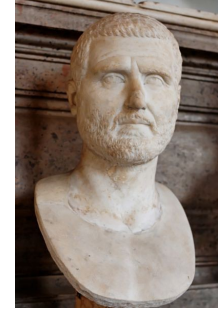
AEMILIUS AEMILIANUS

A MILITARY II
SPQR III
As emperor, +6 v.
Goths,
-3 v. Persia



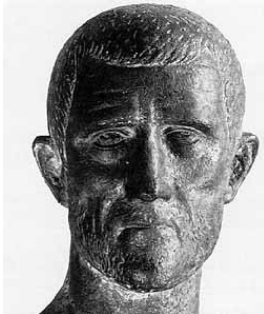
VALERIAN

A SPQR IV
As emperor may be
flipped and kept
instead of discard.



GORDIAN I

A MILITARY IV
As emperor, +4 v.
Goths,
+3 v. Palmyra



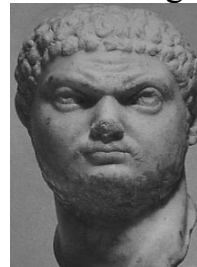
AURELIAN

B MILITARY I
SPQR III
As emperor, any Gold
cards he uses are
doubled.



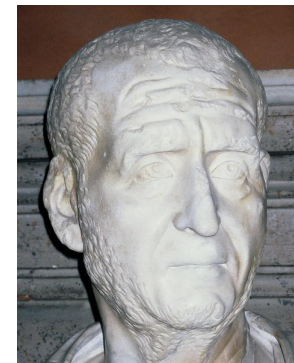
TACITUS

B MILITARY I
PRAETORIAN III
As emperor, may
change office holders
(other than Legatus).



FLORIANUS

A SPQR IV
As emperor, +5 v.
Goths.



DECIUS

B MILITARY I
SPQR II
PRAETORIAN I
As emperor, +3 v.
SPQR.



QUINTILLUS

SPQR

Sequence of Play
A. Reveal cards and Draft
(3 each, switchback).
B. Select Emperor.
C. Set new selection method.
D. Emperor actions (see card).
E. Dealer changes (> points).

Emperor Selection Method

MILITARY

Sequence of Play
A. Reveal cards and Draft
(3 each, switchback).
B. Select Emperor.
C. Set new selection method.
D. Emperor actions (see card).
E. Dealer changes (> points).

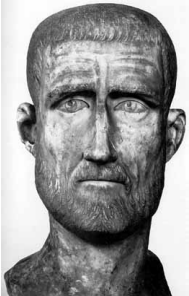
Emperor Selection Method

PRAETORIAN

Sequence of Play
A. Reveal cards and Draft
(3 each, switchback).
B. Select Emperor.
C. Set new selection method.
D. Emperor actions (see card).
E. Dealer changes (> points).

Emperor Selection Method

B MILITARY II
SPQR II
As emperor, +6 v.
Goths, -3 v. Persia



PROBUS