

Assassin Intrigue

Support for Assassination plot is widespread.
Play before resolution to add 1 to your assassination die roll and any Bodyguard re-rolls. Cumulative with Bodyguard and other Assassin cards.

DECK 1

Trade Concession at Court of Alexandria Intrigue

Assign to a Senator in your faction. Each turn the faction receives during its turn an extra Trade Goods card from the number 4 stack. This card is placed in the Forum if the owning Senator dies, is exiled or is successfully prosecuted.

DECK 2

Influence Peddling Intrigue

Backroom deals have swung loyalties to your faction.
Discard this card any time other than the Revolution Phase to draw a random card from any other player's hand.

DECK 1

Trade Concession at Court of Athens Intrigue

Assign to a Senator in your faction. Each turn the faction receives during its turn an extra Trade Goods card from the number 2 stack. This card is placed in the Forum if the owning Senator dies, is exiled or is successfully prosecuted.

DECK 2

Secret Bodyguard Intrigue

Play after any assassination die roll to subtract one from the result. Any number of Secret Bodyguard cards may be played on the same attempt. Re-roll to catch the assassin, if not already caught.

DECK 1

Trade Concession at Court of Cyprus Intrigue

Assign to a Senator in your faction. Each turn the faction receives during its turn an extra Trade Goods card from the number 6 stack. This card is placed in the Forum if the owning Senator dies, is exiled or is successfully prosecuted.

DECK 2

Pirates! Intrigue

Play card immediately after all Trade Goods have been collected and before general trading begins. The player of the card takes a random Trade Goods card from the player of his choice.

DECK 1

Trade Concession at Court of Rhodes Intrigue

Assign to a Senator in your faction. Each turn the faction receives during its turn an extra Trade Goods card from the number 5 stack. This card is placed in the Forum if the owning Senator dies, is exiled or is successfully prosecuted.

DECK 2

Blackmail Intrigue

Play to prevent opposition spending on your current Persuasion attempt. If the attempt fails, the target Senator loses Influence and also Popularity equal to a DR.

DECK 2

Trade Concession at Court of Tyre Intrigue

Assign to a Senator in your faction. Each turn the faction receives during its turn an extra Trade Goods card from the number 8 stack. This card is placed in the Forum if the owning Senator dies, is exiled or is successfully prosecuted.

DECK 2