

<p style="text-align: center;">Assassin Intrigue</p> <p><i>Support for Assassination plot is widespread.</i> Play before resolution to add 1 to your assassination die roll and any Bodyguard re-rolls. Cumulative with Bodyguard and other Assassin cards.</p> <p style="text-align: center;">DECK 1</p>	<p>Assign to a Senator in your faction.</p> <p style="text-align: center;">DECK 1</p>	<p style="text-align: center;">Trade Concession Court of Alexandria</p> <p>Each turn the faction receives an extra Trade Goods card from the "4" stack. Return to the Forum if the Senator dies, is exiled, captured or successfully prosecuted.</p>
<p style="text-align: center;">Influence Peddling Intrigue</p> <p><i>Backroom deals have swung loyalties to your faction.</i> Discard this card any time other than the Revolution Phase to draw a random card from any other player's hand.</p> <p style="text-align: center;">DECK 1</p>	<p>Assign to a Senator in your faction.</p> <p style="text-align: center;">DECK 1</p>	<p style="text-align: center;">Trade Concession Court of Athens</p> <p>Each turn the faction receives an extra Trade Goods card from the "2" stack. Return to the Forum if the Senator dies, is exiled, captured or successfully prosecuted.</p>
<p style="text-align: center;">Secret Bodyguard Intrigue</p> <p>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.</p> <p style="text-align: center;">DECK 1</p>	<p>Assign to a Senator in your faction.</p> <p style="text-align: center;">DECK 1</p>	<p style="text-align: center;">Trade Concession Court of Cyprus</p> <p>Each turn the faction receives an extra Trade Goods card from the "6" stack. Return to the Forum if the Senator dies, is exiled, captured or successfully prosecuted.</p>
<p style="text-align: center;">Pirates! Intrigue</p> <p>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.</p> <p style="text-align: center;">DECK 1</p>	<p>Assign to a Senator in your faction.</p> <p style="text-align: center;">DECK 1</p>	<p style="text-align: center;">Trade Concession Court of Rhodes</p> <p>Each turn the faction receives an extra Trade Goods card from the "5" stack. Return to the Forum if the Senator dies, is exiled, captured or successfully prosecuted.</p>
<p style="text-align: center;">Blackmail Intrigue</p> <p>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.</p> <p style="text-align: center;">DECK 2</p>	<p>Assign to a Senator in your faction.</p> <p style="text-align: center;">DECK 1</p>	<p style="text-align: center;">Trade Concession Court of Tyre</p> <p>Each turn the faction receives an extra Trade Goods card from the "8" stack. Return to the Forum if the Senator dies, is exiled, captured or successfully prosecuted.</p>