

Sylla: caveat consules

Setup

Take the 12 cards of the Sylla extension (yellow frame). Add the two new *Event* cards to the *Event* cards of the basic game. Add the new *Great Work* card to the *Great Work* cards of the basic game. Add the two new Characters to each set of *Character* cards. Then, set the game up normally. After shuffling the *Great Work* cards, remove 2 *Great Work* cards face up from the game instead of 1.
NB: The First Consul card of the extension is used as a first player marker.

Special rules

Gladiator: During phase IV (Revenue), the player earns 1 **prestige point** for each unturned Gladiator in their zone of play.

Furthermore, the Gladiator counts as a **Leisure token during a crisis of this type** (Phase VII). This power even works when the Gladiator is turned to the side.



Philosopher: At the beginning of phase IV (Revenue), the player may assign each unturned Philosopher in their zone of play to another of their visible unturned Character cards. Thus, this Character's power is doubled until the end of the turn. A Merchant yields 2 deniers, a Consul brings 2 votes for the next Great Work, a Gladiator earns 2 points and counts as 2 *Leisure* tokens for the crisis. A Vestal virgin or a Legionary will be able to place 2 cubes on the events, but these cubes must be placed together, on the same card.

NB: The Philosopher has no effect on Slaves or other Philosophers. It is impossible to assign more than one Philosopher per card.

Forum Romanum: The player with the most votes earns 1 *Res Publica* token of each type. The player who comes second earns 1 *Res Publica* token of their choice.
Donation to the Plebeians: The player scores 2 prestige points for each set of 3 votes.



Earthquake: Each player turns one of their Vestal Virgin cards face down. This Character has no effect as long as this Event remains in play. Once the Event is removed from the game, all the affected Characters are returned, face up.



Military defeat: Each player turns one of their Legionary cards face down. This Character has no effect as long as this Event remains in play. Once the Event is removed from the game, all the affected Characters are returned, face up.