

## ASSASSINATION CHART (8.3)

Make an Assassination 1D6 in the Event Phase if there is an *Assassin* Event; a doubled *Deification* or *Terror* Event; and if *Julian Emperors* is in the Emperors Box. If  $\geq 12$ ; Caesar dies, decrease Prestige by his Administration ability and increase Unrest by his Popularity ability. The Prefect is killed if he Assassinates Caesar and is not made Caesar (Case 5.4.1). Statesmen with the *Prefect* special ability may not be Caesar unless *Severan Emperors* is in the Emperor Box (Case 6.3.4).

+?	Caesar's Intrigue ability
+?	Prefect's Intrigue ability
+1	Each Emperors counter in the Emperors Box
+1	<i>Conspiracy</i> Event is in play, or +2 if doubled (Event Chart)
-1	<i>Bodyguard</i> Event is in play, or -2 if doubled (Event Chart)
-1	Each Imperial Cavalry and Praetorian Guard in play, or -2 if Veteran

## SUPPORT CHART (8.4)

Make Rebel Support 2D6 in the Event Phase for Governors with a Province in their Command connected to a Rebel Province. If  $\geq 10$  place his Rebel counter in the Command Box of the Rebel, and his Statesmen counter face up in the Statesmen Box. If  $< 10$  place his Loyal counter in his Command Box.

+?	Governor's Intrigue ability
+?	Rebel's Intrigue ability
+1	<i>Rebellion</i> Event is in play, or +2 if doubled (Event Chart)
-?	Caesar's Intrigue ability

## MOVEMENT CHART (9.4)

Wars move to a connected Province using the following list of priorities, if several have equal priority choose one at random. A War with 2-3 Naval Strength treats Rivers/Straits as Roads, a War with 2 Naval Strength treats Seas as River/Straits, and a War with 3 Naval Strength treats Seas as Roads (Cases 3.2.4, 3.2.5).

1)	Allied, Veteran Allied, Insurgent, or Roman Province connected by Road
2)	Allied, Veteran Allied, Insurgent, or Roman Province connected by Desert, Mountains, or River/Straits
3)	Homeland or Barbarian Province connected by Road
4)	Homeland or Barbarian Province connected by Desert, Mountains, or River/Straits

## PILLAGE CHART (9.5)

A War always moves if it starts in (or enters) a Homeland or Barbarian Province. If it starts in (or enters) an Allied, Veteran Allied, Insurgent, or Roman Province make a Pillage 1D6; if  $\geq 4$  it moves, but stops if it enters another Allied, Veteran Allied, Insurgent, or Roman Province; if  $< 4$  it stops.

+?	Leader's Pillage ability if stacked with the War (Case 3.3.3)
+1	<i>Migration</i> Event is in play, or +2 if doubled (Event Chart)
+1	Insurgent Province (Case 4.2.5)
-1	Allied Province, or -2 if Veteran Allied (Section 4.2)
-1	Each Imperial Cavalry, Praetorian Guard, Legion, and Auxilia in an Insurgent or Roman Province

## UNREST CHART (10.1)

Make an Unrest 3D6 at the end of the Unrest Phase. If  $\geq 25$ ; Caesar dies, decrease Prestige by his Administration ability and increase Unrest by his Popularity ability.

+?	Unrest
+1	Each Imperial Cavalry and Praetorian Guard in play, or +2 if Veteran
+1	Each Praetorian Guard in play if the <i>Praetorians</i> Event is in play, or +2 if doubled (Event Chart)