

## INCREASE TAX

*The Emperor increases taxes.*

**All Roman Factions:** +1 RP  
fixed Income.

**Control:** place a Brigand  
token in one province in each  
region. Increase the number  
of Brigand tokens by one for  
each previous tax increase.

## PIETY

*Sacrifice to the Gods in the  
name of the Emperor.*

**First Piety Reform:** UNITY  
+d6.

*Persecute Christians who  
refuse to sacrifice.*

**Subsequent Piety Reforms:**  
Gain d6 WP and d4 UNITY.

This reform never costs UNITY  
points.

## SENATE

*The Emperor increases the  
power of the Senate.*

**Emperor:** -1 RP fixed Income.

**Senate:** +1 RP fixed Income.

**Empire:** UNITY +d6.

This reform never costs UNITY  
points.

## NOVA OFFICIA

*The Emperor expands the  
bureaucracy.*

**Emperor:** -1 RP fixed Income.

The Emperor chooses one  
Roman player and assigns  
them to the Imperial faction  
as a Bureaucrat.

## RAISE LEGION

*The Emperor raises a new legion.*

**Faction:** -1 RP fixed Income for the faction in the region where the Legion is built.

**Emperor:** take two large Infantry tokens from General Supply, and place them in Faction Supply.

## PRAEMIA MILITIAE

*The Emperor increases legion pay and retirement benefits.*

**Empire:** -1 RP fixed Income for Emperor, Danube, Gaul, and Orient factions.

**Empire:** ignore the next mutiny check caused by changes in UNITY.

**Control:** check for Inflation.

## SENATE

*The Emperor reduces the power of the Senate.*

**Emperor:** +1 RP Faction Income.

**Senate:** -1 RP Faction Income.

## DYNASTY

*The Emperor makes their young children Caesar.*

**Restriction:** cannot be done if the CAESAR reform has been adopted by the current Emperor.

**Emperor:** in the event of your death from natural causes, your next character succeeds as Emperor with **d4** mortality, military and political dice ratings.

## AUXILIA

Take from General Supply, one small Infantry token per RP spent, and add them to Faction Supply.

## ESTATES

**Empire:** in the next game round, roll with advantage if for variable RP Income.

**Splinter Empire:** Only Gaul rolls with advantage.

**Restriction:** may not be played if any border province is controlled by Barbarians.

## CONSPIRACY

**Free Action:** Initiate a Special Action with Plot Control.

**Optional:** Spend RP to improve chance of Special Action success.

## LIMES

Remove two small Infantry tokens from Faction Supply and return them to General Supply.

Take from General Supply, one Limes token, and add it to Faction Supply.

## DISCIPLINE

**Faction:** Promote Discipline die.

**Restriction:** minimum RP cost to promote.

RP Cost	Promotion
1	d6
2	d8
3	d10
4	d12
5	d20

## CASTRA

Remove two small Infantry tokens from Faction Supply and return them to General Supply.

Take from General Supply, one large Infantry token, and add it to Faction Supply.

## GOVERNOR

**Dux:** roll your Political die.

On a roll of 4+, remove Pillage tokens equal to the number rolled.

On a roll of 1-3, remove one Pillage token.

## FIDES

**Faction:** Promote Fides die.

**Restriction:** minimum RP cost to promote.

RP Cost	Promotion
1	d6
2	d8
3	d10
4	d12
5	d20

## ALAE

Remove two small Infantry tokens from Faction Supply and return them to General Supply.

Take from General Supply, one small Cavalry token, and add it to Faction Supply.

## PRESTIGE

**Faction:** +1 Prestige per RP spent.

**Empire:** UNITY +d6.

**Splinter Empire:** UNITY -d4.

## VENALIS

**Faction:** -1 Prestige

**Free Action:** Each character in your faction gains 1d8 WP.

**Optional:** Spend RPs to remove card from your deck.

## LEVY

Move five tokens from your Dead Pool to Faction Supply.

**Faction:** -1 RP fixed Income.

**Empire:** UNITY -d4.