Ludi Romani (The Roman Games)
(The Game of Roman History from 44 BCE to 31 BCE)

3/20

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I. Types of Players: A player belongs to one of the following categories

A. Imperator/Imperatores (General/s)
B. Senator/Senatores (Senator/s)
C. Virgo/-ines, Matrona/-ae, Amazon/-es (Vestal Virgin/s, Matron/s, Women Warrior/s)
D. Rex/Reges (Foreign Ruler/s)
E. Numen/Numina (Deity/Deities)
F. Imago/Imagines (Ghost/s)
G. Heroes (Demi-gods)

II. Properties

A. Legiones (Legions). Legiones are used in combat; one die represents one legio
   1. legio curialis (senatorial legion), represented by a white die, may be owned only by imperatores/amazones
a. *legiones curiales* are assigned to certain players at the beginning of the Game or may be purchased from those *numina* who sell *legiones* (XIII.C), or may be transferred to an *imperator* by a vote of the Senate;
b. cost = 500,000 *Denarii*;
c. *reges* may not possess a *legio curialis*; if a *rex* captures a *legio curialis* in battle, s/he must pay a foreign *numen* 500,000 *Denarii* to convert it to a *legio clientarum* or forfeit it to the deity overseeing the battle (VII.D.4);
d. if foreign *numina* come into possession of *legiones curiales*, they may keep or sell them but cannot use them in battle;

2. *legio clientarum* (client legion), represented by a red die, may be owned by *imperatores* and *reges*
   a. *legiones clientarum* are assigned to *reges* at the beginning of the Game or are purchased by an *imperator* or *rex* from a foreign *numen* (XIII.C);
   b. cost = 1,000,000 *Denarii*;

3. *legio ultrix* (vengeance legion), represented by a special die, may be owned only by *imagines* (black die) and Mars/Phobos/Deimos (large die)
   a. *legiones ultrices* are acquired by *imagines* upon death from Pluto/Persephone (XIV.C);

4. no individual mortal player may own or control more than a total of ten *legiones* of either type (*curiales/clientarum*) at one time
   a. any *numen* who apprehends a player in possession of more than ten *legiones* must confiscate all *legiones* over ten.

B. **Classes** (Fleets). *Classes* are used in transporting *legiones* and delegates across the sea and are represented by blue cards
   1. during an *aestas* or *motus*, *classes* allow a player to move directly between any regions except Germania and Parthia;
   2. one *classis* can transport only one *legio* (along with any number of players) at a time;
   3. cost = 2,000,000 *Denarii*;
   4. *classes* may be transferred to other players at any time (XIII.B) or willed to a *heres* (heir) upon death (XIV.B) and normally do not have to be returned upon request (XI.A.3; XI.B.1).

C. **Denarii** (Money). *Denarii* are used to purchase *legiones* and *classes* (XIII.C-D)
   1. *Denarii* come in three denominations: 100,000 D, 500,000 D and 1,000,000 D;
   2. *Denarii* may be transferred to other players at any time (XI.A.3) and normally do not have to be returned upon request (XI.B.1.c).

D. **Suffragia** (Votes/Voting). *Suffragia* are used in voting during a *senatus consultum* (VIII)
   1. *suffragia* are unalienable but can be temporarily transferred to *amici* (XI.A.3) but must be immediately returned to their original owner upon request (XI.B.1);
   2. *suffragia* may be transferred permanently only upon death to a *heres* (XIV.B).
E. *Naves Longae* (Warships). *Naves longae* are used only at the Battle of Actium (XVII) and are represented by a blue die.

F. *Dos* (Dowry). A *dos* is used to formalize *nuptiae* (XV) and is represented by an orange card.
1. the face value of a *dos* varies according to individual *virgines* (III.C);
2. Juno is the only *numen* who may be in possession of a *dos*.

G. *Rexpressus Platinum Card*. The *Rexpressus* card is used in *fiuga* (VI.F.1) by *reges* (except Cleopatra/Ptolemy who do not receive a *Rexpressus* card).

H. *Ring of Gyges* (Invisibility). This gift of Death (Pluto/Persephone) allows a mortal player to attack three of any opponent’s *legiones* once during a *hiems* (VII.H).

I. *Virus* (Poison). A *matrona* may twice during her marriage serve a poison card (a spade) to those inhabiting the province where her husband is at that moment situated (XII.B.2).

III. Cast of Players

A. *Imperatores* (Generals). *Imperatores* begin the Game in the locations cited below.

<table>
<thead>
<tr>
<th>Name</th>
<th>Location</th>
<th>Financial</th>
<th>Political</th>
<th>Military</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gaius Octavius Caesar (Octavian)</td>
<td>N. Italy</td>
<td>600,000 D</td>
<td>10 <em>Suffragia</em></td>
<td>3 Cur; 1 <em>Classis</em></td>
</tr>
<tr>
<td>Marcus Antonius (Antony)</td>
<td>Asia Minor</td>
<td>400,000 D</td>
<td>10 <em>Suffragia</em></td>
<td>4 Cur; 1 <em>Classis</em></td>
</tr>
<tr>
<td>Marcus Aemilius Lepidus</td>
<td>Spain</td>
<td>900,000 D</td>
<td>10 <em>Suffragia</em></td>
<td>3 Cur</td>
</tr>
<tr>
<td>Marcus Junius Brutus</td>
<td>Greece</td>
<td>500,000 D</td>
<td>10 <em>Suffragia</em></td>
<td>2 Cur, 2 <em>Classes</em></td>
</tr>
<tr>
<td>Gaius Cassius Longinus</td>
<td>Greece</td>
<td>600,000 D</td>
<td>10 <em>Suffragia</em></td>
<td>3 Cur, 1 <em>Classis</em></td>
</tr>
<tr>
<td>Sextus Pompey Magnus Pius</td>
<td>Sicily</td>
<td>300,000 D</td>
<td>10 <em>Suffragia</em></td>
<td>3 Cur, 2 <em>Classes</em></td>
</tr>
<tr>
<td>Marcus Vipsanius Agrippa</td>
<td>N. Italy</td>
<td>None</td>
<td>10 <em>Suffragia</em></td>
<td>3 Cur, 3 <em>Classes</em></td>
</tr>
</tbody>
</table>
B. *Senatores* (Senators). *Senatores* begin the Game in whatever region they wish where there is seating available; a *senator* may become an *imperator* by acquiring a *legio*.

<table>
<thead>
<tr>
<th>Name</th>
<th>Financial</th>
<th>Political</th>
<th>Military</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marcus Tullius Cicero</td>
<td>500,000 D</td>
<td>80 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Aulus Hirtius</td>
<td>1,200,000 D</td>
<td>10 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Gaius Vibius Pansa</td>
<td>1,100,000 D</td>
<td>20 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Decimus Brutus</td>
<td>1,000,000 D</td>
<td>30 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Publius Ventidius</td>
<td>1,100,000 D</td>
<td>20 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Lucius Munatius Plancus</td>
<td>900,000 D</td>
<td>40 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Asinius Pollio</td>
<td>900,000 D</td>
<td>40 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Servilius Isauricus</td>
<td>700,000 D</td>
<td>60 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Lucius Marcius Philippus</td>
<td>1,000,000 D</td>
<td>30 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Gnaeus Domitius Ahenobarbus</td>
<td>1,000,000 D</td>
<td>30 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Quintus Fufius Calenus</td>
<td>800,000 D</td>
<td>50 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Lucius Antonius</td>
<td>800,000 D</td>
<td>50 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Lucius Cornelius Balbus</td>
<td>1,100,000 D</td>
<td>20 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Gaius Maecenas</td>
<td>700,000 D</td>
<td>60 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Quintus Salvidienus Rufus</td>
<td>1,000,000 D</td>
<td>30 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Publius Cornelius Dolabella</td>
<td>1,100,000 D</td>
<td>20 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Marcus Lucius Crassus</td>
<td>1,200,000 D</td>
<td>10 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Quintus Pedius</td>
<td>1,100,000 D</td>
<td>20 Suffragia</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Marcus Messala Corvinus</td>
<td>800,000 D</td>
<td>50 Suffragia</td>
<td>1 Classis</td>
</tr>
</tbody>
</table>

C. *Virgines/Matronae/Amazones* (Vestal Virgins/Matrons/Women Warriors). Mortal women start the Game as *virgines*. If they marry, they become *matronae*. If a *matrona* divorces her husband or he dies, she may remarry or become an *amazon*. An *amazon* is a female *imperator* subject to all the rules and rights of *imperatores*. *Virgines* and *matronae* cannot possess *suffragia* or participate in *proelia* (VII.B); *amazones* can. *Virgines* and *matronae* can, however, be killed through *caedes* (VIII.C.4). *Virgines* begin the Game in Rome.
<table>
<thead>
<tr>
<th>Name</th>
<th>Financial</th>
<th>Dos (Dowry)</th>
<th>Military</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>( D = \text{Denarii} )</td>
<td>( D = \text{Denarii (Money)} )</td>
<td>Classis (Fleet)</td>
</tr>
<tr>
<td>Servilia Caepionis</td>
<td>2,000,000 D</td>
<td>1,000,000 D</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Livia Drusilla</td>
<td>1,000,000 D</td>
<td>2,000,000 D</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Atia Balba Caesonia</td>
<td>1,500,000 D</td>
<td>1,500,000 D</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Octavia Thurina</td>
<td>None</td>
<td>3,000,000 D</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Scribonia</td>
<td>500,000 D</td>
<td>2,500,000 D</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Antonia</td>
<td>2,500,000 D</td>
<td>500,000 D</td>
<td>1 Classis</td>
</tr>
<tr>
<td>Calpurnia Pisonis</td>
<td>1,000,000 D</td>
<td>2,000,000 D</td>
<td>1 Classis</td>
</tr>
</tbody>
</table>

D. **Reges (Foreign Rulers).** *Reges* begin the Game in their respective kingdoms; all *reges* except Cleopatra/Ptolemy have the right to flee once during the Game to their homeland from wherever they are (VI.F.1).

<table>
<thead>
<tr>
<th>Name</th>
<th>Location</th>
<th>Financial</th>
<th>Military</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>D = \text{Denarii}</td>
<td>Cle = \text{Legio Clientarum; Classis (Fleet)}</td>
<td></td>
</tr>
<tr>
<td>Cleopatra/Ptolemy</td>
<td>Egypt</td>
<td>100,000 D</td>
<td>2 Cle; 5 Classes</td>
</tr>
<tr>
<td>Bogud</td>
<td>Mauretania</td>
<td>200,000 D</td>
<td>4 Cle; 2 Classes</td>
</tr>
<tr>
<td>Ariovistus</td>
<td>Germany</td>
<td>None</td>
<td>6 Cle</td>
</tr>
<tr>
<td>Pacorus</td>
<td>Parthia</td>
<td>1,200,000 D</td>
<td>3 Cle</td>
</tr>
</tbody>
</table>

E. **Numina (Deities).** *Numina* begin the Game in whatever region they wish where there is seating available. All *numina* (except Mercury, Juventas or Cybele) may oversee proelia during which they may acquire *legiones*; if so, they may dispose of these *legiones* at will, i.e. confer them upon or sell them to players who have enough money to purchase them; if a mortal player with sufficient funds and the right to own *legiones curiales* or *legiones clientarum* asks to buy a saleable property that a *numen* has in his/her possession, the *numen* must sell it. [Names in square brackets next to *numina* represent divine *gemini* and have the same powers as their counterparts. These are to be used only after all primary *numina* roles (i.e. unbracketed names) have been filled.]

<table>
<thead>
<tr>
<th>Name</th>
<th>Properties</th>
<th>Special Powers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jupiter Optimus Maximus (^1)</td>
<td>20 Cur; 14,000,000 D</td>
<td>may take on the appearance and power of any <em>numen</em> except Juno and the Fates; dispenses justice and rules on disputes among players; sells <em>legionum curiales</em> (XIII.C.1)</td>
</tr>
<tr>
<td>Name</td>
<td>Properties</td>
<td>Special Powers</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Juno</td>
<td>15 <em>Cur</em>; 13,000,000 D</td>
<td>oversees the formation and observance of <em>amicitia</em> (XI) and <em>nuptiae</em> (XV); once each <em>aestas</em> may force two players in the same region to fight each other (VII.F); sells <em>legionum curiales</em> (XIII.C.1)</td>
</tr>
<tr>
<td>Neptune [Poseidon]</td>
<td>20 <em>Classes</em>; 2,500,000 D; 10 NL</td>
<td>oversees sea travel (VI.E) and the Battle of Actium (XVII); sells <em>classes</em> (XIII.D) and bestows <em>naves longae</em> (XVII.B.2)</td>
</tr>
<tr>
<td>Amphitrite</td>
<td>15 <em>Classes</em>; 1,500,000 D; 5 NL</td>
<td>oversees sea travel in the western Mediterranean (VI.E) and assists Neptune at the Battle of Actium (XVII); sells <em>classes</em> (XIII.D) and bestows <em>naves longae</em> (XVII.B.2)</td>
</tr>
<tr>
<td>Oceanus</td>
<td>15 <em>Classes</em>; 1,500,000 D; 5 NL</td>
<td>oversees sea travel in the eastern Mediterranean (VI.E) and assists Neptune at the Battle of Actium (XVII); sells <em>classes</em> (XIII.D) and bestows <em>naves longae</em> (XVII.B.2)</td>
</tr>
<tr>
<td>Venus [Aphrodite]</td>
<td>4,000,000 D</td>
<td>oversees voting and legislative activity in the Senate (VIII); must remain in Rome for the entirety of each <em>hiems</em></td>
</tr>
<tr>
<td>Mars²</td>
<td>1 <em>legio ultrix immortalis</em></td>
<td>during an <em>aestas</em>, engages in and encourages <em>proelia</em> (VII.E); must be in Rome each <em>hiems</em> to execute the Senate's will concerning <em>imperium, proscriptiones and caedes</em> (VIII.C)</td>
</tr>
<tr>
<td>Phobos²</td>
<td>1 <em>cohors ultrix immortalis</em></td>
<td>during an <em>aestas</em>, engages in and encourages <em>proelia</em> among <em>legiones clientarum</em> (VII.E); must be in Rome each <em>hiems</em> to assist Mars in executing the Senate's will concerning <em>imperium, proscriptiones and caedes</em> (VIII.C)</td>
</tr>
<tr>
<td>Deimos²</td>
<td>1 <em>cohors ultrix immortalis</em></td>
<td>during an <em>aestas</em>, engages in and encourages <em>proelia</em> among <em>legiones curiales</em> (VII.E); must be in Rome each <em>hiems</em> to assist Mars in executing the Senate's will concerning <em>imperium, proscriptiones and caedes</em> (VIII.C)</td>
</tr>
<tr>
<td>Bellona</td>
<td>1 <em>cohors ultrix immortalis</em></td>
<td>during an <em>aestas</em>, engages in and encourages <em>proelia</em> (VII.E) in the western Roman world (Mauretania, Spain, Gaul, Germania, S Italy, N Italy, Sicily)</td>
</tr>
<tr>
<td>Ares</td>
<td>1 <em>cohors ultrix immortalis</em></td>
<td>during an <em>aestas</em>, engages in and encourages <em>proelia</em> (VII.E) in the eastern Roman world (Greece, Asia, Parthia, Syria, Egypt)</td>
</tr>
<tr>
<td>Saturn/Ops</td>
<td>7,000,000 D</td>
<td>during an <em>aestas</em>, monitors and enforces <em>sedes</em> (IV.A; V.I.D.3.b)</td>
</tr>
<tr>
<td>Fortunus/Tyche</td>
<td>1 <em>rota fortunae</em></td>
<td>during <em>proelia</em> (VII.K), may add to or subtract from the total on a player’s roll of the dice</td>
</tr>
<tr>
<td>Vulcan [Hephaestus]</td>
<td>1 <em>legio fabrilis</em>; 5 <em>Cur</em>; 5,000,000 D</td>
<td>bestows the <em>legio fabrilis</em> on a mortal in combat during <em>aestas</em> (VII.J); sells <em>legiones curiales</em> (XIII.C.1)</td>
</tr>
<tr>
<td>Vesta</td>
<td>14 <em>virus</em>; 10 <em>Cur</em></td>
<td>oversees Vestal Virgins (XII.A), <em>virus</em> (XV.A.1.c) and the execution of wills (XIV.B.2)</td>
</tr>
<tr>
<td>Persephone</td>
<td>9,000,000 D</td>
<td>oversees <em>mors</em> (XIV.A-C); controls the Ring of Gyges (VII.H)</td>
</tr>
<tr>
<td>Pluto</td>
<td>10,000,000 D</td>
<td>oversees <em>mors</em> (XIV.A-C); controls the Ring of Gyges (VII.H)</td>
</tr>
<tr>
<td>Name</td>
<td>Properties</td>
<td>Special Powers</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Minerva [Athena]</td>
<td>15 Cur; 10,000,000 D</td>
<td>can move one player once each aestas to any region in which there is seating available (VI.D); sells legiones curiales (XIII.C.1)</td>
</tr>
<tr>
<td>Mercury³ [Hermes]</td>
<td></td>
<td>delivers messages (X); is unrestricted in movement; may not own or sell properties or oversee proelia; may rescue one player each aestas (VI.G)</td>
</tr>
<tr>
<td>Juventas/Cupid³</td>
<td></td>
<td>restores youth and vigor to chosen mortals; may give mortals properties or Denarii which she has requested and procured from other numina (XIII.F)</td>
</tr>
<tr>
<td>Dionysus² [Bacchus]</td>
<td>10 Cle; 4,000,000 D</td>
<td>may have bacchants (X) who fight in his behalf</td>
</tr>
<tr>
<td>Silenus²</td>
<td>5 Cle; 2,000,000 D</td>
<td>assists Dionysus with his thiasos by watching over his bacchants in his absence (X)</td>
</tr>
<tr>
<td>Ariadne²</td>
<td>5 Cle; 2,000,000 D</td>
<td>assists Dionysus with his thiasos by watching over his bacchants in his absence (X)</td>
</tr>
<tr>
<td>Tanit</td>
<td>10 Cle; 7,500,000 D</td>
<td>foreign deity; sells legiones clientarum (XIII.C.2)</td>
</tr>
<tr>
<td>Apollo/Pythia³</td>
<td>10 Cur</td>
<td>oversees and announces changes of season (V and VI.B; also Appendix 1); is in charge of executing pestis (XVI); sells legiones curiales (XIII.C.1)</td>
</tr>
<tr>
<td>Diana³ [Artemis]</td>
<td>10 Cur</td>
<td>oversees and announces changes of season (V and VI.B; also Appendix 1); is in charge of executing pestis (XVI); sells legiones curiales (XIII.C.1)</td>
</tr>
<tr>
<td>Cybele</td>
<td>5,000,000 D</td>
<td>foreign deity; protects provinciae/regna; no proelia, including those in progress, may occur in her presence (VII.G)</td>
</tr>
<tr>
<td>Isis</td>
<td>10 Cle; 7,500,000 D</td>
<td>foreign deity; sells legiones clientarum (XIII.C.2)</td>
</tr>
<tr>
<td>Mithras</td>
<td>10 Cle; 7,500,000 D</td>
<td>foreign deity; sells legiones clientarum (XIII.C.2)</td>
</tr>
<tr>
<td>Tyr/Wotan/Montu/Ish.tar²</td>
<td>15 Cle</td>
<td>foreign deity; sells legiones clientarum (XIII.C.2); may participate in proelia (VII.I)</td>
</tr>
<tr>
<td>Pazuzu</td>
<td>15 Cle</td>
<td>foreign deity; may possess a living mortal character for one season and controls that character’s choices and actions (VII.L); (sells legiones clientarum (XIII.C.2); may participate in proelia (VII.I)</td>
</tr>
<tr>
<td>Pythagoras</td>
<td>10 Cur; 8,000,000 D</td>
<td>may reincarnate an imago in a different role (14.E); sells legiones curiales (XIII.C.1); may participate in proelia (VII.I)</td>
</tr>
<tr>
<td>Fata (The Fates)⁴</td>
<td></td>
<td>enforce the rules of the Game and regulate disputes; provide change for larger denominations of Denarii when necessary; execute virus (XII.B.2); allot coronae aureae (III.F); may double or triple tributum (IX.C)</td>
</tr>
</tbody>
</table>

1. in the event that a numen should fail to appear, Juppiter may allot to another numen (or other numina) the properties and special powers assigned to that numen;
2. Tyr/Wotan/Montu/Ishtar (VII.I), and Mars/Phobos/Deimos/Bellona/Ares (VII. E) are the only gods who can engage in proelia on their own; Dionysus/Silenus/Ariadne can fight only through their maenads (X);

3. Mercury, Juventas and Apollo/Diana can move at will throughout the Game; if Mercury or Juventas ends up in the possession of any properties, s/he must turn them over to the Fates;

4. the Fates may operate collectively or individually; if they operate individually and a disagreement arises or if there is no Fate available, the judgment of Juppiter will prevail; in addition to providing change and overseeing virus (XII.B.2), the Fates are responsible for the following:
   a. answering any questions about the rules and procedures of the Game as recorded here; when asked for their judgment, the Fates must follow the rules exactly;
   b. if the rules of the Game are unclear, the Fates may consult with Juppiter or make their own judgment by which all the gods (including Juppiter) must abide;
   c. at will the Fates may encourage or force players to engage in games of chance of their choosing; the odds and stakes are up to them.

F. Heroes. Mortal players who are graduate students may appeal to the Fates for a corona aurea which provides them the right to appeal to any numen to become that numen’s hero. If chosen, the hero may appeal to the numen for resources in the numen’s possession. In return for such favors, the hero must obey any order the numen gives which does not exceed that numen’s powers. Heroes may then make alliances with mortal players and fight alongside them. In that case, the hero and mortal roll their dice at the same time and the total of their two throws counts together against their opponent’s single throw in each concursatio of a proelium. A hero may fight alongside only one mortal at a time.

IV. Geography: The map below shows the number of inhabitants a region can hold, including all types of mortal players and numina. A “+1” designation means that one seat is reserved for the rex of that region. Lines indicate adjacent regions between which overland travel is permitted. There are three types of regions: provinciae (provinces), regna (kingdoms) and Rome.

```
  Germania (2+1)
    |--------|--------|--------|--------|
    |        |        |        |        |
    Gaul (5)----N. Italy (4)----Greece (3)----Asia (5)
    |        |        |        |        |
    Spain (4)----ROME (12)----Syria (4)
    |        |        |        |        |
  Mauretania (2+1)----S. Italy (3)----Egypt (4+1)
                    |        |        |
                    Sicily (3)
```
A. **Sedes (Seating).** Each region supports a limited number of players inhabiting it at one time. The following are the population limits:

1. **Provinciae**

<table>
<thead>
<tr>
<th>Region</th>
<th>Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gaul and Asia Minor</td>
<td>Five (5)</td>
</tr>
<tr>
<td>Spain, N. Italy, and Syria</td>
<td>Four (4)</td>
</tr>
<tr>
<td>Greece, Sicily, and S. Italy</td>
<td>Three (3)</td>
</tr>
</tbody>
</table>

2. **Regna.** No other player including *numina* may inhabit the throne belonging to a *rex*.

<table>
<thead>
<tr>
<th>Region</th>
<th>Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Egypt</td>
<td>Four (4) inhabitants, plus Cleopatra/Ptolemy (5 total)</td>
</tr>
<tr>
<td>Parthia</td>
<td>Three (3) inhabitants, plus Pacorus (4 total)</td>
</tr>
<tr>
<td>Germania (Terra Germanorum) and Mauretania</td>
<td>Two (2) inhabitants, plus Ariovistus/Bogud (3 total)</td>
</tr>
</tbody>
</table>

3. **Rome.** Because it lies at the heart of the civilized world, Rome may support as many as twelve (12) mortal players. Venus and Mars may inhabit Rome without taking a seat.

B. **Gemini (Additional Players).** There should be roughly fifteen to twenty more seats than the number of mortal players. Therefore, if roles are added to the Game by doubling *senatores*, seating should be adjusted accordingly.

V. **Seasons.** The Game begins in the *aestas* (summer) of 44 BCE, i.e. the months following the assassination of Julius Caesar; Apollo/Diana will announce changes of seasons and make all decisions about how long a season or *motus* period lasts; if there is a dispute between them, Apollo’s will prevail during an *aestas* (and the preceding *motus*) and Diana’s during a *hiems* (and the preceding *motus*).

A. ideally, each season lasts five minutes and each *motus* period one minute; see Appendix 1 for a suggested timetable.

B. **Aestas (Summer Season):** Proelia (Battles, VII).

C. **Hiems (Winter Season):** Senatus Consultum (Rome) and Tributum (provincia/regnum), simultaneously

1. Senatus Consultum (Senate, VIII): in Rome;
2. Tributum (Taxes, IX): in provinciae/regna (except Germania).
D. *Feriae* (Intermission): If the *numina* agree, they may designate the year 37 as *feriae* ("holidays") during which there will be no activity in the Game.

E. if the Game is running long, Apollo/Diana in consultation with Juppiter may call for an *mutatio kalendarum* ("a change of calendar") and remove an entire year or several years from the calendar in order to accelerate the Game towards the Battle of Actium (XVII).

VI. *Motus* (Movement).

A. *Types of Motus*. Mortal players may engage in two different types of *motus* depending on the time of the year, as follows:

1. *Aestas* ("Summer"). During an *aestas*, players who have not been issued a *flagitatio* or are not involved in a *proelium* may travel in two ways:
   a. *by sea*: mortal players who possess a *classis* may travel to any region by sea, except Parthia and Germania
      i. players transporting *legiones* must have one *classis* for each *legio*;
   b. *by land*: mortal players and their properties may move freely between adjacent regions as long as there is seating available (IV.A). If there is no seating in an adjacent *provincia/regnum*, a player may not move through it unless s/he can travel there by sea.

2. *Motus* ("Movement"). During a *motus* period, movement is unrestricted and players may move to any region where there is available seating
   a. mortal players may take any of their properties with them;
   b. there is no combat permitted during a *motus*.

3. *Hiems* ("Winter"). There is no *motus* or *proelia* permitted during a *hiems*, unless a player has the Ring of Gyges (VII.H)

B. *Apollo/Diana*. Apollo/Diana will announce the beginning and end of each *motus* period

1. when Apollo/Diana announce the end of a *motus*, all mortal players must find an available seat in a *provincia/regnum*.

C. *Numina*. For the most part, *numina* may move about at will, with the following stipulations:

1. during an *aestas*, any number of *numina* may occupy a *provincia/regnum*;
2. during a *hiems*, all *numina* (except Venus, Mars/Phobos/Deimos, Mercury, Juventas and Apollo/Diana) must choose a *provincia/regnum* to inhabit where there is seating available and remain there until the next *motus*; more than one *numen* may inhabit a *provincia/regnum* during a *hiems* if seating is available
   a. Venus and Mars/Phobos/Deimos must inhabit Rome during each *hiems*;
   b. Mercury may never establish a lengthy residence in any particular region during any season.

D. *Sedes* (Seating). For any player (including *numina* during a *hiems*) to enter and establish residence in a *provincia/regnum*, there must be seating available
1. In the event of conflicts over available seating, *numina* have priority over mortals;
   a. however, no *numen* except Minerva may forcibly unseat any player already situated in a *provincia/regnum*;
   b. Minerva may at her own discretion transfer one player to a new region once each *aestas*;
   c. Vestal Virgins may displace any mortal player residing in Rome or a *provincia*;
2. If two or more mortal players simultaneously claim the last available seat in a *provincia/regnum*, Minerva will decide which player remains;
3. Saturn and Ops monitor and enforce seating restrictions, especially during *a hiems*
   a. if Saturn/Ops discover a *provincia* with too many inhabitants (including *numina*), they may forcibly remove any player who exceeds a *sedes* limit and may confiscate 1,000,000 *D* or one *legio* from any player (including a *numen*) who has exceeded a *sedes* limit.

E. **Neptune/Amphitrite/Oceanus.** Neptune and his fellow sea-deities oversee maritime travel
   1. if a player traveling across the sea is confronted by a sea deity, the player must show the god his *classis/es*;
   2. if a player who possesses no *classis* attempts to move by sea and is apprehended by a sea deity, the god may, according to his (dis)pleasure, confiscate the player’s *legiones* and *Denarii* and relocate the player anywhere where seating is available (except Parthia or Germania) or may pronounce him dead;
   3. if the player does not have sufficient *classes* to transport the number of *legiones* in his/her possession (VI.A.1.a), those *legiones* for which there are not *classes* become the sea deity’s property.

F. **Reges.** The movements of *reges* are like those of other mortal players, except for the following:
   1. **Fuga.** Once during the Game any foreign *rex* except Cleopatra/Ptolemy may return at will to the throne of his/her homeland even during a *proelium*
      a. fleeing *reges* must present a special *Rexpressus* platinum card (included among the properties they receive at the beginning of the Game) to any deity who agrees to escort them to their homeland; the deity will then retain the card until the end of the Game and it cannot be re-used;
      b. *reges* in *fuga* may take with them all the properties in their possession;
   2. upon pain of death, a *rex* may not enter Rome without a Roman *senator* or *imperator* as protective escort
      a. his escort may not abandon him in Rome;
      b. *reges* discovered in Rome without Roman escort are subject to the will of Venus/Aphrodite who may summarily execute or expel them.

G. **Mercury.** Mercury may rescue one player each *aestas*, taking that player from one region to another in which there is seating available and to which the player wishes to go
   1. the player wishing to be rescued must invoke Mercury by pleading, who may choose to ignore the player's pleas;
2. rescue by Mercury immediately ends all activities in progress, including proelia.

VII. Proelia (Battles). Proelia take place during an aetas in any region but Rome; they may also take place during a hiems if a player has the Ring of Gyges (VII.H).

A. Numina. Proelia must be conducted in the presence of a numen
1. if two or more numina are present and a dispute arises about which of them will oversee the proelium, the Fates will decide who serves as the presiding numen.

B. Participants/Parties in a Proelium
1. only a war deity (Mars/Phobos/Deimos/Tyr/Wotan/Ishtar/Montu/Ares/Bellona) or a player who is an imperator/rex/azones (i.e. a player in possession of legiones), a bacchant under the direction of Dionysus/Ariadne/Silenus, or a mortal player in possession of the Ring of Gyges may engage as a warring party (participant) in a proelium
   a. virgines, matronae, senatores and most numina may not participate in proelia as warring parties;
2. proelia may involve only two parties who are residing in the same region
   a. a warring party consists of a player or a group of amici operating in collaboration (XI.A);
   b. a multi-player party must have declared their amicitia to Juno and received her approval before the flagitatio in order to operate as a group (XI.A.2); otherwise, they cannot operate collectively;
   c. if amici operate as a party, they fight as a single individual and cannot issue or accept flagitationes separately (VII.C);
   d. a group of amici may not field more than ten legiones in a proelium, no matter how many they collectively possess.

C. Issuing Flagitationes (Challenges to Battle)
1. to begin a proelium, one party issues a flagitatio to another;
2. the flagitatio must be made in the presence of a numen;
3. a party may issue only one flagitatio per aetas;
4. seniority in the provincia/regnum determines the order in which flagitationes are issued, as follows:
   a. the party with the player who entered the provincia/regnum first has the right to issue the first flagitatio of that aetas;
   b. the party with the player who entered the provincia/regnum second has the right to issue the next flagitatio, and so forth;
   c. if two or more parties have entered a provincia/regnum simultaneously, they will roll one die each and the one with the higher number will have priority in issuing a flagitatio; if the roll is a tie, they will roll again until one die is higher than the other;
5. a party is obliged to accept the first flagitatio issued in an aetas in that region but may refuse subsequent flagitationes issued there that season
a. players who move to a different region during an aestas are obliged to accept the first flagitatio they receive after arriving in the new region;

D. Engaging in a Proelium
1. the action of each legio is represented by the roll of a single die;
2. the number of legiones each party fields is determined in the following way:
   a. the number must be equal;
   b. the total owned by the party with fewer legiones is the number each party fields; so, for instance, if one party has 6 legiones and the other 4, each will field 4 in the proelium;
   c. players may choose which legiones (curiales or clientarum) to field;
3. to engage in combat, the parties roll their dice one at a time against each other in concursationes (skirmishes), with the result of each roll determined as follows:
   a. if the difference between the roll in the concursatio is 2 or greater, the winner appropriates the loser's legio (die);
   b. if the difference is 1, the loser surrenders his legio to the numen overseeing the proelium and the winner keeps his own legio;
   c. if the concursatio is a tie, each party surrenders his legio to the numen;
4. reges may not retain a legio curialis which they have captured in battle, unless they convert it to a legio clientarum by paying a foreign numen with legiones clientarum a conversion fee of 200,000 D
   a. the conversion fee must be paid immediately upon capture of the legio curialis; if not, it becomes the property of the numen overseeing the battle;
   b. if no such foreign numen is available, the numen overseeing the proelium keeps the legio curialis;
5. the proelium continues until all legiones have been fielded once (i.e. all dice have been rolled once);
6. players may not flee a battle; proelia in progress can be terminated in only one of the following ways, without further consequence to either side:
   a. if Apollo/Diana announces the end of an aestas;
   b. if the numen overseeing the proelium leaves (numina may be beseeched or bribed in this respect); however, another numen may supersede the one who departed in which case the proelium continues;
   c. if one of the participants in the proelium successfully beseeches Mercury to rescue him and Mercury does so;
   d. if Cybele appears and stops the battle;
7. after all the concursationes have been completed, the proelium is over, with one of the following consequences:
   a. both players have some legiones (dice) remaining and may proceed with the Game;
   b. one of the players (the loser) has no legiones and is "unprotected," in which case the winner may kill him (XIV.A.4) or abandon him to his fate;
   c. both players have no legiones, in which case they both are "unprotected" and left to their fates.
E. **Mars/Phobos/Deimos/Bellona/Ares.** War gods may engage in and encourage *proelia*, as follows:

1. to any player who may engage in *proelia*, including bacchants (X), whom a war god encounters during an *aestas*, the god may offer the following choice:
   a. to issue a *flagitatio* to another player of the war god’s choosing in the same *provincia/regnum* and engage in a *proelium*;
   b. or to engage in a *proelium* with the god himself;

2. each war god possesses a *legio ultrix immaterialis* (a special die), a legion which cannot die in battle and which he may re-use in any number of *concursationes*; *proelia* with a war god proceed in the following way:
   a. the number of *legiones* possessed by the war god’s opponent determines the number of *concursationes*;
   b. if the opponent rolls a number equal to or higher than the number the god rolls, the opponent keeps his own *legio*;
   c. if the opponent rolls a number lower than the god, he loses that *legio* to the war god;

3. if Mars/Phobos/Deimos defeats his opponent in every *concursatio* of a *proelium*, that player is summarily pronounced dead;

4. Phobos may attack only *legiones clientarum*; Deimos may attack only *legiones curiales*. Ares may attack players only in the eastern Roman world (Greece, Asia, Parthia, Syria, Egypt); Bellona may attack players only in the western Roman world (Mauretania, Spain, Gaul, Germania, S Italy, N Italy, Sicily);

5. if the war god encourages or engages in a *proelium*, he must remain until its conclusion.

F. **Juno.** Once each *aestas*, Juno may also force any two players (including those *numina* who are allowed to fight) to engage in a *proelium*.

G. **Cybele.** No fighting, including *proelia* in progress, may occur in Cybele’s presence.

H. **The Ring of Gyges.** The Ring of Gyges bestows invisibility on the mortal (living or dead) wearing it, allowing that player to move at will during a *hiems* and attack any three of an opponent’s *legiones* without warning, as follows:

1. the mortal wearing the Ring of Gyges must supply his/her own die.

2. using the Ring of Gyges in combat follows the same rules as for war gods (VII.E) and all general rules for *proelia* — no *proelia* in Rome, no fighting with a *virgolmatrona*, the player keeps any *legiones* he wins, etc.;

3. once Pluto/Persephone takes back the Ring of Gyges, the player who was wearing it must find the closest available seating and is susceptible to all rules concerning movement (VI).

I. **Tyr/Wotan/Montu/Ishtar.** These foreign *numina* may engage in *proelia* with mortal players but at the risk of their own *legiones*. They follow the same rules of combat as *imperatores*. 
J. **Vulcan.** Vulcan may bestow on a favored mortal his *legio fabrilis* (“forged legion”; a ten-sided die) to employ in combat during an *aestas*. The mortal may continue using the *legio fabrilis* in place of his/her own *legiones* until it is defeated in a *concursatio*, at which point it returns to Vulcan and cannot be reused during that *proelium*.

K. **Fortuna/us and Tyche.** Fortuna/us and Tyche each carry one *rota fortunae* (a Roman numeral die) which may be used once during a *proelium* to add to or subtract from a player’s score in one *concursatio*. Fortuna/us may operate only in the western Roman world (Mauretania, Spain, Gaul, Germania, S Italy, N Italy, Sicily); Tyche may operate only in the eastern Roman world (Greece, Asia, Parthia, Syria, Egypt). If the roll of the *rota fortuna* is an even number, that number is added to the sum of the player’s roll. If the roll is an odd number, that number is subtracted from the player’s total of the roll. The roll of the *rota fortunae* must happen simultaneously with the roll of the dice in the *concursatio*.

L. **Pazuzu.** This Assyrian wind-demon may possess (i.e. take possession of a character’s body) a living mortal player for one season and control all that player’s choices and actions. Possession ends at the beginning of the next *motus* period. Possession may occur only if Pazuzu rolls a higher number on one die (*legio clientarum*) than the player to be possessed; thus, the character to be possessed must own at least one *legio*. If Pazuzu does not roll higher, the player may keep the die. All rules for *concursationes* apply, including *imagines* and *numina* who can affect the total of a roll of the dice (e.g. Fortuna/us, Tyche) and participate on either side of this dice roll.

**VIII. The Senate and Suffragia (Voting)**

A. **Suffragia (Voting).** Voting takes place only in the Senate in Rome during a *hiems*.
   1. only those present may vote, though a player may use the votes transferred to him by another;
   2. in all Senate legislation (except *caedes*), a simple majority of votes cast determines the outcome
      a. players may abstain from voting, in which case their *suffragia* do not affect the outcome of the vote, except in the case of *caedes* (VIII.C.4);
   3. Venus will break all ties.

B. Voting proceeds, as follows:
   1. at the start of every *hiems* there will be a brief period (its exact length to be determined by the will of Venus), during which those in Rome nominate individuals for consulship (high executive office);
   2. the Senate then holds a voice vote for consulship
      a. the two individuals who receive the loudest acclaim, as determined by Venus, are designated that year’s consuls; voting takes place by a simple head count of *senatores*. 
3. each consul is then allowed to introduce one piece of legislation upon which the 
\textit{senatores} present may vote.

C. The Senate can engage in five types of legislation, all of which are announced and 
executed by Mars and his assistant war gods:

1. \textit{Imperium} (Legionary Command): The Senate may reassign any or all of one 
imperator's \textit{legiones curiales} to another imperator or senator by a simple majority 
vote;

2. \textit{Proscriptio} (Formal Condemnation): The Senate may impose a death sentence on 
an imperator, senator or amazon
   a. if the proscribed player is in Rome, s/he is summarily executed;
   b. if the proscribed player is outside Rome at the time of the \textit{proscriptio}, s/he 
is sanctioned and may enter Rome only upon pain of death; this sanction is 
represented by the \textit{signum proscriptionis} (red headband) which all 
proscribed players must wear
   i. any \textit{legiones curiales} in the player's possession at the time the 
\textit{proscriptio} is announced become the property of Mars; otherwise, 
proscribed players may keep or dispose of their transferrable 
properties at will;
   c. a \textit{proscriptio} may not be imposed upon a numen, rex, virgo or matrona;

3. \textit{Restitutio} (Removing a Proscriptio): The Senate may vote to lift a \textit{proscriptio}, 
allowing a player to enter Rome, by a simple majority vote;
   a. no reparations will be made for any losses incurred during the \textit{proscriptio};

4. \textit{Caedes} (Assassination): The Senate may vote to assassinate any mortal player
   a. the vote must be unanimous, with no senator abstaining;
   b. after a vote of \textit{caedes}, Mars/Phobos/Deimos announce(s) the Senate's 
decree to the individual designated for assassination, wherever that player 
is at the moment, and confiscates all the \textit{legiones (curiales and clientarum)} 
in that player's possession, which become the \textit{numen}'s property; the 
player may keep or dispose of his/her other transferrable properties at will.

5. \textit{Census} (Taxation): By a simple majority vote, the Senate may levy a tax on any 
mortal Romans (excluding \textit{virgines} and \textit{matronae}) residing in one particular 
\textit{provincia} during a \textit{hiems}. In doing so, they garnish all \textit{Denarii} which those 
players have in their possession at that moment. Venus collects these funds and 
distributes them at her discretion among those who voted in favor of the \textit{census}.

IX. \textit{Tributum} (Tribute)

A. Once during each \textit{hiems}, any player wintering in a \textit{provincia/regnum} may collect 
\textit{tributum} from any \textit{numen} who is in residence and has \textit{Denarii}; the \textit{numen} may not refuse 
\textit{tributum} to any mortals inhabiting the region
   1. every \textit{numen} inhabiting any \textit{provincia/regnum} must pay the full \textit{tributum} to each 
player in residence;
2. if the *numen* or *numina* do not have enough *Denarii* to pay everyone in the region, it is up to the *numen* to decide which player to pay;

3. *imagines* may reduce the amount of all payments of *tributum* any player is collecting (XIV.D.2.b); in the case of partial *tributum*, *imagines* have priority over mortal players;

4. collection of *tributum* ceases, even if it is unfinished, when Apollo/Diana call an end to a *hiems*.

B. *Provinciae/regna* yield variable levels of *tributum*, as follows:

<table>
<thead>
<tr>
<th>Region</th>
<th>Tributum</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sicily, Egypt</td>
<td>300,000 D</td>
</tr>
<tr>
<td>Asia Minor, North Italy, Parthia</td>
<td>200,000 D</td>
</tr>
<tr>
<td>Greece, Gaul, Spain, Syria, South Italy, Mauretania</td>
<td>100,000 D</td>
</tr>
<tr>
<td>Germania, Rome</td>
<td>none</td>
</tr>
</tbody>
</table>

C. *Instauratio Tributi* (Repetition of Tribute). The Fates may issue an edict compelling the repetition of tribute collection. This may be repeated twice in any *hiems*.

X. **Dionysus and Bacchantes** (*Bacchants*)

A. Dionysus/Ariadne/Silenus have followers called bacchants who are subject to their will.

1. players facing death may appeal to Dionysus/Ariadne/Silenus to rescue them and make them bacchants
   a. if there is no available seating in the *provincia/regnum* where Dionysus/Ariadne/Silenus reside at present, a player cannot become a bacchant;
   b. however, Dionysus/Ariadne/Silenus may move to a region with available seating in order to accommodate the prospective bacchant;

2. once players become bacchants, Dionysus/Ariadne/Silenus will give them a *mitra* (bacchic headband) to wear; when traveling between regions, bacchants are encouraged to perform foreign dances;

3. Dionysus/Ariadne/Silenus have the power of life and death over bacchants and makes all choices for them, including whom and when to fight, as follows:
   a. Dionysus/Ariadne/Silenus and his bacchants must move according to the rules of the Game, i.e. where seating is available for the entire *thiasos* (bacchic band), traveling overseas only if all bacchants have *classes*, etc., though Dionysus/Ariadne/Silenus can carry their *legiones* for them;
   b. if at any time Dionysus/Ariadne/Silenus abandon a bacchant, that player is “liberated” from the god’s control and is free to resume playing the Game at will;
   c. Dionysus/Ariadne/Silenus may not reclaim a liberated bacchant, unless the player faces death again and makes a new appeal to the god.
XI. Amicitia (Friendship)

A. Amici (Friends). Any number of players may form an amicitia (formal friendship or alliance with one another)
1. amicitiae may involve any number of players who meet in a region and agree upon the terms of the collaboration;
2. each amicus in the amicitia may or may not make a formal declaration of amicitia before Juno, binding the amicitia with a divine oath
   a. players whose amicitiae have been blessed by Juno may engage together as a group in proelia (VII.B.2.b);
3. amici may offer something for the general benefit of the amicitia, including suffragia, classes, legiones and Denarii
   a. while each player in an amicitia is subject to a ten-legio limit individually (II.A.4), groups of players who have joined into an amicitia are unlimited in the number of legiones they may possess.

B. The Dissolution of an Amicitia:
1. If an amicitia dissolves, the ownership of the properties which the amici handed over in the course of forming or maintaining their amicitia is determined as follows:
   a. an amicus may request the return of his suffragia at any time from Mercury or any numen not engaged in a proelium who must immediately seek out the amicus who has them and must deliver them back to the original owner;
   b. an amicus may request the return of his classes if he is in the same region with the player in possession of those classes who must return them upon request;
   c. an amicus may request the return of his Denarii and legiones if he is in the same region with the player who is in possession of those Denarii and legiones; that player may or may not choose to return them;
   d. other numina besides Mercury may or may not help in the return of classes, Denarii and legiones;
2. the betrayal of an amicus may incur not only the displeasure of those betrayed but also that of Juno who may choose to express her displeasure with that player in public, especially to other numina including the Fates and her husband Juppiter, if any of them is willing to listen to her.

XII. Virgines, Matronae et Amazones (Vestal Virgins, Married Women and Amazons)

A. Virgines (Vestal Virgins). All mortal women players begin the Game as Vestal Virgins and wear the pella pietatis (white shawl). If they choose, they may remain in this state until the end of the Game.
1. VestalsVirginsworkwithVestainoverseeingwillsandtheinheritanceof
transferrableproperty(XIV.B);theydonotparticipatein*proeliatovotingorany
other such activity;
2. Vestal Virgins have priority of seating in Rome or any *provincia and may
displace other mortal players at any time when *motus is allowed;
3. a Vestal Virgin may save a player facing imminent death but to do so must marry
that player;
4. if Vesta determines that a Vestal Virgin has engaged in inappropriate behavior,
she may kill that Vestal Virgin with the approval of the Fates;
5. a *virgo may remove *proscriptio from one player during the course of the Game by
removing the *signum proscriptionis from him/her (VIII.C.2) and wearing it
herself; if *the *virgo marries or becomes an *amazon, the *proscriptio is removed
and rendered void.

B. *Matronae (Married Women).
1. If a Vestal Virgin decides to marry, she must follow the rules for *nuptiae (XV)
a. upon divorce or the death of her husband, a *matrona may remarry;
2. *Virus (Poison). Twice during her marriage, a *matrona may send *virus (a playing
card in the suit of spades) to the region in which her husband is at that moment
residing. *Virus works as follows:
a. the *matrona calls the Fates, gives them one of her two *virus cards and tells
them in which region to serve the *virus;
b. the Fates mix this card into a group of safe cards (clubs), one card for each
mortal in the region;
c. each mortal then chooses one card; the one who picks the *virus card, dies.
d. if the person who picks the *virus card is a *virgo, the *matrona who sent the
card dies instead.

C. *Amazones (Amazons).
1. *Amazones are *matronae who are widows or divorced (XV.C) and have chosen to
follow the rules for *imperatores (VII);
2. a *virgo may become an *amazon without having been married, but if she does, she
forfeits her *dos (ILF);
3. once she has become *amazon, a female player may not revert to the status of *virgo
or *matrona.

XIII. *Mercatus (Trading): *Commutatio and *Emptio

A. Types of *Mercatus. There are two (2) types of *mercatus:
1. *Commutatio: bartering between players;

B. *Commutatio (Bartering): Foreign *numina (Tyr, Wotan, Isis, Mithras, Tanit, Ishtar,
Cybele, Ares) oversee *commutations and may witness or formalize the exchange
1. the terms of commutationes are up to the individual players;
2. items which may be bartered:
   a. players may freely trade legiones clientarum and classes at any time;
   b. players, however, may not trade or sell legiones curiales or suffragia;
3. all players engaged in commutationes must be present in the same region.

C. Emptio Legionum (Purchasing Legions): Designated numina oversee emptio legionum, as follows:
1. Legiones curiales. Only certain Olympian gods may sell legiones curiales (Juppiter, Juno, Minerva, Apollo, Diana, Vesta, Vulcan) at the designated cost (200,000 D);
2. Legiones clientarum. Only certain foreign numina may sell legiones clientarum (Tyr, Wotan, Isis, Mithras, Tanit, Ares, Dionysus, Ariadne, Silenus, Montu, Ishtar) at the designated cost (400,000 D).

D. Emptio Classium (Purchasing Fleets): Sea-gods (Neptune/Amphitrite/Oceanus) sell classes; classes may not be bartered, bought or sold in Parthia or Germania.

E. The Nature of Emptio.
1. any numen in possession of any saleable property must sell it to any mortal player who has sufficient funds and is permitted to buy that property;
2. numina may not purchase properties from other numina, including the Fates; the only way for numina to come into possession of legiones is to win them during a proelium (VII.D.3), capture them at sea (VI.E), or confiscate them (II.A.4.a);
3. players may purchase saleable properties at any time except during a proelium, i.e. from the issuing of a flagitatio until the proelium is concluded (VII.C);
4. players may determine the availability of properties by any means of communication (X).

F. Juventas. Juventas restores youth and vigor to chosen mortals. She may give mortals properties or Denarii which she has requested and procured from numina.

XIV. Mors (Death)
A. Mors Fit (Death Happens). Players die under the following circumstances:
1. the Senate issues a proscriptio against a player and the proscribed player is in Rome or is found in Rome at any point and turned over to Venus or Mars (VIII.C.2);
2. a player is assassinated by the Senate and the order of assassination (caedes) is carried out by Mars/Phobos/Deimos (VIII.C.4);
3. a numen discovers a rex in Rome without Roman escort and decides to execute him (VI.F.2);
4. the loser in a proelium loses all of his legiones, leaving him “unprotected,” and the winning imperator/rex chooses to execute him (VII.D.7.b);
5. any imperator/rex comes into contact with an “unprotected” player outside of Rome and chooses to execute him;
6. a player chooses to commit suicide by appealing to Persephone/Pluto for release from life
   a. Persephone/Pluto may accept or refuse the player’s plea;
   b. if s/he accepts the plea, s/he may dispose of any of the player’s property at will, abrogating that player’s right to choose a heres (XIV.B);
7. a husband who is being divorced by his wife does not have sufficient properties to repay the value of his wife’s dos and Juno decides to kill him (XV.C.2.c).
8. a player chooses the virus card (XII.B.2).

B. Heredes (Heirs). Upon death, players may will any transferrable property in their possession to a heres, as long as Vesta and Vestal Virgins approve (XII.A.1)
   1. transferrable properties include legiones clientarum, Denarii, classes and suffragia, but not legiones curiales which become the property of Venus or dos which becomes the property of Juno;
   2. Vesta and the Vestal Virgins oversee the execution of the dead player’s will (XII)
      a. in any dispute over inheritance the Vestal Virgins meet in conference in Rome with Vesta presiding and vote as to how the inheritance will proceed
         1. the Vestals must come when called, and if there is not enough seating in Rome, they must displace mortal players residing there;
      b. deceased husbands may will their suffragia to any senator/imperator/amazon they choose.

C. Becoming an Imago (Ghost). Once a player dies, s/he becomes an imago (ghost), in the following way:
   1. the dead player must invoke Persephone/Pluto through lamentation to meet him/her in Cumae (Southern Italy) or Taenarum (Greece) and be accepted into the company of the dead as an imago;
   2. when Persephone/Pluto appears, s/he bestows two things upon all imagines waiting at that entrance to the Underworld:
      a. the corona caliginis (the garland of invisibility);
      b. a legio ultrix (black die);
   3. if an imago returns to life (XIV.E), his/her legio ultrix is returned the death god who bestowed it originally.

D. The Nature and Function of Imagines
   1. imagines may move anywhere at any time at will, in spite of sedes;
   2. any imago may attach itself to any one player engaged in a proelium or collecting tributum and affect play under the following conditions:
      a. Aestas. After parties engaged in a proelium have each rolled a die against each other in a concursatio, an imago may temporarily halt the proceedings and roll its die (legio ultrix) and add the number of that roll to the total of either player, thus affecting the outcome of that concursatio
i. an imago may affect the outcome of only one concursatio per proelium;

b. **Hiems.** An imago may attach itself to a player collecting tributum and appropriate 100,000 D out of the total being dispensed, even if 100,000 D constitutes the entirety of the tributum (IX); multiple imagines may each take a full 100,000 D from each tributum being dispensed

i. an imago must be present at the very moment that the tributum is being dispensed and declare its attachment to the player in the presence of the numen distributing the tributum;

ii. if there is not enough tributum to go around to all the imagines attached to a player claiming tributum, the player will decide which imago/imagines receive what portion of the tributum being dispensed; the player may not keep any portion of the tributum;

iii. a player may delay the collection of the tributum until the imago has drifted away or is not paying attention, for as long as the hiems lasts; if the hiems ends before the dispensing of the tributum, the numen is not obliged to dispense any tributum;

iv. an imago may retain or dispense at will all Denarii accrued.

E. **Pythagoras**

1. Pythagoras may restore any imago to life in a mortal role who is also dead and a different role from the one he/she played before;

2. Pythagoras must from his own resources give the resurrected player the full sum of the new character’s Denarii as noted for that character at the beginning of the Game (III.A-D). Any suffragia which may have been willed to another player upon the original character’s death return automatically to the resurrected character.

XV. **Nuptiae (Marriage)**

A. **Nuptiae (Marriage).** A virgo may marry a senator or imperator but not a rex

1. Juno oversees all nuptiae, as follows:
   a. the potential bride and groom must be in the same region and call Juno to them for her blessing on the nuptiae;
   b. if Juno approves, she will formalize the nuptiae by taking the woman’s palla pietatis (white shawl) and dos card (dowry, II.F) and giving the groom the face value of the dos in Denarii;
   c. Vesta gives the new bride two virus cards.

B. **The Nature of Nuptiae**

1. married couples do not share property in common but may at any time exchange the properties they own, except suffragia which matronae may not ever have in their possession;
2. *matronae* may not engage in *proelia* even if they are in possession of their husband's *legiones*
   a. a *matrona* may, however, call upon Juno to aid her husband during the final *concursatio* of a *proelium* by doubling the number of the roll on her husband's die;

3. *matronae* may beseech Juno to break up any *amicitia* (XI)
   a. if Juno decides to break up an *amicitia*, all properties except *suffragia* remain in the custody of the player who happens to have them at the moment.

C. **Divortium** (Divorce). If a husband and/or wife wish to dissolve their marriage, one or both may ask Juno for a *divortium* (divorce)
   1. Juno may decide to grant or forbid the *divortium*;
   2. if Juno grants the *divortium*, the husband must return the full value of the *dos* to Juno who then gives those properties to his wife, now free to remarry or become an *amazon* (XII.C)
      a. Juno may be paid in any properties according to their value (except *suffragia*);
      b. all the husband’s remaining properties stay with him, except those which he has transferred to his wife and she is holding at the time of the *divortium*; a *matrona* being divorced does not have to return any of her husband's properties which happen to be in her custody at the time of the *divortium*;
      c. if the value of the husband's total properties (except *suffragia*) fall short of the face value of the *dos*, Juno may kill him; in that case, his wife gets only what properties her ex-husband (not his *amici*) has at the time of divorce.

XVI. **Pestis** (Plague)

A. Apollo/Diana may unleash *pestis* at will
   1. to impose a *pestis* on a region, Apollo/Diana places the *palus pestis* (the fen of infirmity) on that region’s banner;
   2. only one *pestis* may occur at any time;
   3. Rome may not have a *pestis* placed on it during a *hiems*;
   4. an outbreak of *pestis* may not last longer than one year in any particular region.

B. Once *pestis* has been placed upon a region, all mortal players must flee that region
   1. all provisions of movement during an *aestas* (VI.A.1) apply to players fleeing a *pestis*;
   2. once Apollo/Diana has removed the *pestis*, players may return to the region.

XVII. **The Battle of Actium: The Conclusion of the Game**
A. **31 BCE.** At the beginning of 31 BCE, Neptune and the sea-gods open up Actium for a naval battle by blowing on conch shells calling all players (living mortals, *imagines* and *numina*) to the *proelium ultimum* (final battle) at Actium which will decide the fate of the Roman world

1. All players with *legiones* must participate in the *proelium ultimum* as active parties or their allies;
2. *amicitiae ultimae* (final alliances) may be formed at this time and players must gather into groups to identify themselves as part of an *amicitia ultima*;
3. *imagines* and *numina* may contribute whatever *legiones* or *classes* they still have on hand to any party involved in the *proelium ultimum*.

B. **Properties used at the Battle of Actium**

1. Before the Battle of Actium, all players including *numina* will be given a chance to redeem *classes* and *legiones* for *naves longae* (warships; blue dice) which the Fates sell at the price of five *classes* or five *legiones* (of any sort) for each single *navis longa*;
   a. No other properties (*Denarii*, *dos*, *Rexpressus cards*, *suffragia*) can be used to purchase *naves longae*;
2. Sea-gods have additional *naves longae* which they may distribute at their discretion to mortal players whose offerings have pleased them.

C. **The Battle of Actium**

1. A party engaged in the *proelium ultimum* consists of any active player who is in possession of at least one *navis longa*;
   a. No party may deploy more than 25 *naves longae* in the *proelium ultimum*;
2. Because this conflict takes place at sea, unlike in inland battles all parties engage in the *proelium ultimum* simultaneously and fight each other at the same time;
3. The *proelium ultimum* proceeds as follows:
   a. One member of each *amicitia ultima* represents his/her party and rolls for the other members
      1. Parties may change which member represents them during the battle;
      2. Parties must show publicly how many *naves longae* they have at any moment;
   b. All party representatives roll one die simultaneously and Neptune announces out loud the number on each die and then proclaims the victor of that *concuratio navalis* (naval skirmish);
   c. If one representative rolls a number higher than all others, he retains his own *navis longa* (die) and all other players lose theirs to Neptune;
   d. If two or more players tie for the highest number, they retain their *naves longae* (dice) and all other players lose theirs to Neptune;
   e. Play continues until only one party is left in possession of a *navis longa*. 
D. **Triumph.** The victorious party leads a triumphal procession around the world, ending in Rome. They may shout "Io triumpho!" and sing apotropaic verses, praising and/or abusing their leader.

1. after arriving in Rome, Juppiter bestows on the leader the *corona triumphalis* (the golden crown of triumph) and the title "Magnus/Magna."

E. **Victory.** The victorious party is now in control of Rome. It will gather together and make pronouncements at will, especially as regards the fate of defeated factions.

1. it may organize the Roman state at will, establishing any type of government (e.g. Republic, Democracy, Empire, Loose Confederation of City-States, Zombie Apocalypse, *Thiasos*, an Autonomous Collective as part of an Anarcho-syndicalist Commune, etc.);

2. it may dispose of all parties, including *numina*, in any of the following ways:
   a. enslave or kill any survivors;
   b. assign to any survivors the governance of a region or regions;
   c. deify and establish the cult of any *imago*;
   d. promote or forbid the worship of any *numen*. 
Appendix 1: Suggested Timetable for the Game

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<td>Aestas of 44 BCE</td>
<td>7:47-7:48</td>
<td>Motus or FERIAE</td>
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<td>Motus</td>
<td>7:48-7:53</td>
<td>Hiems of 37 BCE or FERIAE</td>
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