

***Ludi Romani* (The Roman Games)**

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

5/26

TABLE OF CONTENTS

- I. Types of Players
- II. Properties
- III. Cast of Players
- IV. Geography/*Sedes* (Seating)
- V. Seasons
- VI. *Motus* (Movement)
- VII. *Proelia* (Battles)
- VIII. The Senate and *Suffragia* (Voting)
- IX. *Tributum* (Tribute)
- X. Dionysus and *Bacchantes* (Bacchants)
- XI. *Amicitia* (Friendship)/*Triumviri* (Groups of Friends)
- XII. *Virgines, Matronae et Amazones* (Vestal Virgins, Married Women and Amazons)
- XIII. *Mercatus* (Trading)
- XIV. *Mors* (Death)
- XV. *Nuptiae* (Marriage)
- XVI. *Pestis* (Plague)
- XVII. The Battle of Actium: The Conclusion of the Game

Appendix 1. Suggested Timetable for the Game

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. Demi-gods
- H. *Maiores* (Ancestors)
- I. *Liberi* (Children)

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 = 200,000 *Denarii*;
 - c. *reges* may not use a *legio curialis* in combat; *reges* who come into possession of a *legio curialis* during battle must pay a foreign *numen* 200,000 *Denarii* to convert it to a *legio clientarum* (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 *amazones, 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.a);
 - b. cost = 400,000 *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.2);
 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 wristbands
1. during an *aestas*, having a *classis* allows a player to move directly between any regions except Germania and Parthia;
 2. one *classis* can transport both the player who owns the *classis* and any number of *legiones* in their possession; for players who do not have a *classis* but attempt to cross open seas, see below (VI.A.1.a, VI.E.2, and XIV.A.9);
 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, XIII.B).
- 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 *triumviri* (XI.A.3) but must be immediately returned to their original owner upon request (XI.B.1.a);

2. *suffragia* may be transferred permanently only upon death to a *heres* (XIV.B.1).
- 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. 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).
- H. Ring of Gyges (Invisibility). This gift of Death (Pluto/Persephone) allows mortal players to travel to any place without regard for seating or travel restrictions and attack three of an opponent's *legiones* once during a *hiems* (VII.H); the normal rules for combat apply.

III. Cast of Players

- A. ***Imperatores (Generals)***. *Imperatores* begin the Game in the locations and with the properties cited below.

Name	Location	Financial	Political	Military
		D = <i>Denarii</i> (Money)	<i>Suffragia</i> (Votes)	Cur = <i>Legio Curialis</i> Cle = <i>Legio Clientarum</i> <i>Classis/es</i> (Fleet/s)
Gaius Octavius Caesar (Octavian)	N. Italy	600,000 D	10 <i>Suffragia</i>	2 Cur; 1 <i>Classis</i>
Marcus Antonius (Antony)	Asia Minor	1,000,000 D	10 <i>Suffragia</i>	4 Cur
Marcus Aemilius Lepidus	Spain	900,000 D	10 <i>Suffragia</i>	3 Cur
Marcus Junius Brutus	Greece	900,000 D	10 <i>Suffragia</i>	2 Cur, 1 <i>Classis</i>
Gaius Cassius Longinus	Greece	600,000 D	10 <i>Suffragia</i>	3 Cur
Sextus Pompey Magnus Pius	Sicily	800,000 D	10 <i>Suffragia</i>	3 Cur
Marcus Vipsanius Agrippa	N. Italy	None	10 <i>Suffragia</i>	3 Cur, 1 <i>Classis</i>

- 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*.

Name	Financial	Political	Military
	D = <i>Denarii</i> (Money)	<i>Suffragia</i> (Votes)	<i>Classis</i> (Fleet)
Marcus Tullius Cicero	1,200,000 D	80 <i>Suffragia</i>	
Aulus Hirtius	900,000 D	10 <i>Suffragia</i>	1 <i>Classis</i>
Gaius Vibius Pansa	800,000 D	20 <i>Suffragia</i>	1 <i>Classis</i>
Decimus Brutus	1,700,000 D	30 <i>Suffragia</i>	
Publius Ventidius	1,800,000 D	20 <i>Suffragia</i>	
Lucius Munatius Plancus	1,600,000 D	40 <i>Suffragia</i>	
Asinius Pollio	600,000 D	40 <i>Suffragia</i>	1 <i>Classis</i>
Servilius Isauricus	1,400,000 D	60 <i>Suffragia</i>	
Lucius Marcius Philippus	700,000 D	30 <i>Suffragia</i>	1 <i>Classis</i>
Gnaeus Domitius Ahenobarbus	1,700,000 D	30 <i>Suffragia</i>	
Quintus Fufius Calenus	1,500,000 D	50 <i>Suffragia</i>	
Lucius Antonius	1,500,000 D	50 <i>Suffragia</i>	
Lucius Cornelius Balbus	800,000 D	20 <i>Suffragia</i>	1 <i>Classis</i>
Gaius Maecenas	1,400,000 D	60 <i>Suffragia</i>	
Quintus Salvidienus Rufus	1,700,000 D	30 <i>Suffragia</i>	
Publius Cornelius Dolabella	800,000 D	20 <i>Suffragia</i>	1 <i>Classis</i>
Marcus Lucius Crassus	1,900,000 D	10 <i>Suffragia</i>	
Quintus Pedius	800,000 D	20 <i>Suffragia</i>	1 <i>Classis</i>
Marcus Messala Corvinus	1,500,000 D	50 <i>Suffragia</i>	

- 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.1.a); *amazones* can. *Virgines* and *matronae* can, however, be killed through *caedes* (VIII.C.4). *Virgines* begin the Game in Rome.

Name	Financial	Dos (Dowry)
	D = <i>Denarii</i>	D = <i>Denarii</i> (Money)
Servilia Caepionis	2,000,000 D	1,000,000 D
Livia Drusilla	1,000,000 D	2,000,000 D
Atia Balba Caesonia	1,500,000 D	1,500,000 D
Octavia Thurina	None	3,000,000 D
Scribonia	500,000 D	2,500,000 D
Antonia	2,500,000 D	500,000 D
Calpurnia Pisonis	1,000,000 D	2,000,000 D

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

Name	Location	Financial	Military
		D = <i>Denarii</i>	Cle = <i>Legio Clientarum</i> ; <i>Classis</i> (Fleet)
Cleopatra/Ptolemy	Egypt	100,000 D	3 Cle; 2 <i>Classes</i>
Bogud	Mauretania	1,000,000 D	4 Cle
Ariovistus	Germany	None	6 Cle
Pacorus	Parthia	2,000,000 D	3 Cle

- E. **Numina (Deities).** *Numina* belong to one of two categories: (1) “roaming deities” who move at will either during an *aestas* or throughout the Game, and (2) “tutelary deities” who must stay in one region. Those assigned to certain regions must begin the Game in that region; others may take up residence where they wish and where seating is available. All *numina* (except Mercury/Hermes, Juventas/Cupid or Cybele) may oversee *proelia* during which they may acquire *legiones*; if so, they may dispose of those *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 their 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 after all primary *numina* roles (i.e. unbracketed names) have been filled.]

***** The following gods may move at will during an <i>aestas</i> *****		
Name	Properties	Special Powers
Juppiter Optimus Maximus ¹	20 <i>Cur</i> ; 14,000,000 D	may take on the appearance and power of any <i>numen</i> except Juno and the Fates; dispenses justice and rules on disputes among players; sells <i>legiones curiales</i> (XIII.C.1)
Juno	15 <i>Cur</i> ; 13,000,000 D	oversees the formation and observance of <i>amicitiae</i> (XI) and <i>nuptiae</i> (XV); once each <i>aestas</i> may force two players who own <i>legiones</i> and are in the same region to fight each other (VII.F); sells <i>legiones curiales</i> (XIII.C.1)
Mars	1 <i>legio ultrix immortalis</i>	during an <i>aestas</i> , engages in and encourages <i>proelia</i> (VII.E); must be in Rome each <i>hiems</i> to execute the Senate's will (VIII.C)
Phobos	1 <i>cohors ultrix immortalis</i>	during an <i>aestas</i> , engages in and encourages <i>proelia</i> among <i>legiones clientarum</i> (VII.E); must be in Rome each <i>hiems</i> to assist Mars in executing the Senate's will (VIII.C)
Deimos	1 <i>cohors ultrix immortalis</i>	during an <i>aestas</i> , engages in and encourages <i>proelia</i> among <i>legiones curiales</i> (VII.E); must be in Rome each <i>hiems</i> to assist Mars in executing the Senate's will (VIII.C)
Bellona	1 <i>cohors ultrix immortalis</i>	during an <i>aestas</i> , engages in and encourages <i>proelia</i> (VII.E) in the western Roman world (Mauretania, Spain, Gaul, Germania, S Italy, N Italy, Sicily)
Ares	1 <i>cohors ultrix immortalis</i>	during an <i>aestas</i> , engages in and encourages <i>proelia</i> (VII.E) in the eastern Roman world (Greece, Asia Minor, Parthia, Syria, Egypt)
Saturn/Ops	7,000,000 D	an <i>aestas</i> , monitors and enforces <i>sedes</i> (IV.A; VI.D.3)
Fortunus/Fortuna /Tyche	1 <i>rota fortunae</i>	during <i>proelia</i> (VII.K), may add to or subtract from the total on a player's roll of the die according to the roll of their die
Persephone	9,000,000 D	oversees <i>mors</i> (XIV.A-C); controls the Ring of Gyges (VII.H)
Pluto	10,000,000 D	oversees <i>mors</i> (XIV.A-C); controls the Ring of Gyges (VII.H)
Minerva [Athena]	15 <i>Cur</i> ; 10,000,000 D	can move one player once each <i>aestas</i> to any region in which there is seating available (VI.D); monitors and enforces <i>sedes</i> (IV.A; VI.D.3); sells <i>legiones curiales</i> (XIII.C.1)
Mercury ² [Hermes]		may move at will throughout the Game; may move at will throughout the Game; delivers messages; is unrestricted in movement; may not own or sell properties or oversee <i>proelia</i> ; may rescue one player each <i>aestas</i> (VI.G)

Name	Properties	Special Powers
Juventas/Cupid ²		may move at will throughout the Game; restores youth and vigor to chosen mortals; may give mortals properties or <i>Denarii</i> which s/he has requested and procured from other <i>numina</i> (XIII.F)
Dionysus ² [Bacchus]	10 <i>Cle</i> ; 4,000,000 D	may have bacchants (X) who fight in his behalf; sells <i>legiones clientarum</i> (XIII.C.2)
Silenus ²	5 <i>Cle</i> ; 2,000,000 D	assists Dionysus with his <i>thiasos</i> by watching over his bacchants in his absence (X); sells <i>legiones clientarum</i> (XIII.C.2)
Ariadne ²	5 <i>Cle</i> ; 2,000,000 D	assists Dionysus with his <i>thiasos</i> by watching over his bacchants in his absence (X); sells <i>legiones clientarum</i> (XIII.C.2)
Diana [Artemis]	10 <i>Cur</i>	oversees the <i>manus liberorum</i> (“band of children”) who assist or attack other players; sells <i>legiones curiales</i> (XIII.C.1)
Apollo/Helios	10 <i>Cur</i>	oversees and announces changes of season (V and VI.B; also Appendix 1); is in charge of executing <i>pestis</i> (XVI); sells <i>legiones curiales</i> (XIII.C.1)
Pazuzu ³	15 <i>Cle</i>	foreign deity; may possess a living mortal character for one season and controls that character’s choices and actions (VII.L); sells <i>legiones clientarum</i> (XIII.C.2); may participate in <i>proelia</i> (VII.I)
Pythia (Delphi)/ Sibyl (Cumae) ⁴	10 <i>Cur</i>	may move at will throughout the Game; issues prophecies and answers mortals’ questions about the Game; allots <i>coronae aureae</i> (III.G); may not participate in <i>proelia</i>
<i>Fata</i> (The Fates) ⁴		may move at will throughout the Game; enforce the rules of the Game and regulate disputes; provide change for larger denominations of <i>Denarii</i> when necessary; execute <i>virus</i> (XII.B.2); may double or triple <i>tributum</i> (IX.C)

*** The following gods must remain in their assigned region throughout the Game ***		
Name	Properties	Special Powers
Neptune [Poseidon]	10 <i>Classes</i> ; 2,500,000 D	must remain in the ocean; oversees sea travel (VI.E) and the Battle of Actium (XVII); sells <i>classes</i> (XIII.D) and bestows <i>naves longae</i> (XVII.B)
Amphitrite	5 <i>Classes</i> ; 1,500,000 D	must remain in the ocean; oversees sea travel in the western Mediterranean (VI.E) and assists Neptune at the Battle of Actium (XVII); sells <i>classes</i> (XIII.D) and bestows <i>naves longae</i> (XVII.B)
Oceanus	5 <i>Classes</i> ; 1,500,000 D	must remain in the ocean; oversees sea travel in the eastern Mediterranean (VI.E) and assists Neptune at the Battle of Actium (XVII); sells <i>classes</i> (XIII.D) and bestows <i>naves longae</i> (XVII.B)

Name	Properties	Special Powers
Venus [Aphrodite]	4,000,000 D	must remain in Rome; oversees voting and legislative activity in the Senate (VIII); must remain in Rome for the entirety of each <i>hiems</i>
Vulcan [Hephaestus]	1 <i>legio fabrilis</i> ; 5 <i>Cur</i> ; 5,000,000 D	must remain in Sicily; bestows the <i>legio fabrilis</i> on a mortal in combat during <i>aestas</i> (VII.J); sells <i>legiones curiales</i> (XIII.C.1)
Vesta	14 <i>virus</i> ; 10 <i>Cur</i>	must remain in S Italy; oversees Vestal Virgins (XII.A), <i>virus</i> (XV.A.1.c) and the execution of wills (XIV.B.2); sells <i>legiones curiales</i> (XIII.C.1)
Tanit ³	10 <i>Cle</i> ; 7,500,000 D	must remain in Mauretania; foreign deity; sells <i>legiones clientarum</i> (XIII.C.2)
Cybele	5,000,000 D	must remain in Asia Minor; foreign deity; protects <i>provinciae/regna</i> ; no <i>proelia</i> , including those in progress, may occur in her presence (VII.G)
Isis ³	10 <i>Cle</i> ; 7,500,000 D	must remain in Egypt; foreign deity; sells <i>legiones clientarum</i> (XIII.C.2); may participate in <i>proelia</i> (VII.I)
Mithras ³	10 <i>Cle</i> ; 7,500,000 D	must remain in Parthia; foreign deity; sells <i>legiones clientarum</i> (XIII.C.2); may participate in <i>proelia</i> (VII.I)
Tyr/Wotan/Montu /Ishtar ³	15 <i>Cle</i>	must remain in Gaul (Tyr), Spain (Montu), Syria (Ishtar), Germania (Wotan); foreign deity; sells <i>legiones clientarum</i> (XIII.C.2); may participate in <i>proelia</i> (VII.I)
Pan ³	15 <i>Cle</i>	must remain in Greece; foreign deity; sells <i>legiones clientarum</i> (XIII.C.2); may participate in <i>proelia</i> (VII.I); may cause panic and force one combatant in an ongoing <i>proelium</i> to flee the <i>provincia</i> in which a <i>proelium</i> is taking place and leave one or more <i>legiones</i> (at Pan's discretion) behind for the enemy to capture

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. if Mercury/Hermes or Juventas/Cupid ends up in the possession of any properties, they must turn them over to the Fates;
3. all foreign *numina* (except Cybele) may engage in *proelia* using their own *legiones*; Dionysus/Silenus/Ariadne, however, can fight only through their bacchants (X);
4. the Fates may operate collectively or individually
 - a. if they operate individually and a disagreement arises, or if there is no Fate available, the judgment of Juppiter will prevail;
 - b. in addition to providing change and overseeing *virus* (XII.B.2), the Fates may individually or collectively encourage or force a player to engage in games of chance of their choosing; the odds and stakes are up to them.

tutelary deity of each region (III.E). Minerva/Athena and Saturn/Ops enforce *sedes*. If any of them discover mortal players standing near a *provincia* but not seated, they may confiscate all *Denarii*, *legiones* and *classes* from that player. The following are the population limits:

1. *Provinciae*

Gaul and Asia Minor	Six (6) mortal inhabitants
Spain and Syria	Five (5) mortal inhabitants
N Italy, Greece, Sicily, and S Italy	Four (4) mortal inhabitants

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

Egypt	Five (5) mortal inhabitants, plus Cleopatra/Ptolemy
Parthia	Four (4) mortal inhabitants, plus Pacorus
Germania (<i>Terra Germanorum</i>) and Mauretania	Three (3) mortal inhabitants, plus Ariovistus/Bogud

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 total number of mortal players. Therefore, if roles are added to the Game by casting players as *Gemini* (twins of *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 prevails during an *aestas* (and the preceding *motus*) and Diana's during a *hiems* (and the preceding *motus*). Ideally, each season lasts five minutes and each *motus* period one minute; see Appendix 1 for a suggested timetable.

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

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

1. *Senatus Consultum* (Senate, VIII): in Rome;

2. *Tributum* (Tribute, 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, with or without *legiones*, must have a *classis* in order to travel across the sea;
 - ii. sea-gods who apprehend a player at sea without a *classis* may confiscate that player's *legiones* and kill the player (see VI.E.2);
 - 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 they can travel there by sea.
 2. *Motus* ("Movement"). During a *motus* period, movement is unrestricted and players may travel to any region where there is seating available
 - 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 (II.H; 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./Hermes, Juventas/Cupid 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 discovers 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 who is crossing the sea is confronted by a sea deity, the player must show the god at least one *classis*;
 - 2. if a player who possesses no *classis* attempts to move by sea and is apprehended in transit by a sea deity, the god may at will confiscate the player's *legiones* and *Denarii* and relocate the player anywhere where seating is available (except Parthia or Germania) or may pronounce that player dead.

- F. Reges. The movements of *reges* are like those of other mortal players, except for the following:
 - 1. Fuga. At any point during the Game, *reges* may return to their homeland at will and assume their throne, even if it involves crossing a sea without a *classis*
 - a. *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 a 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 *aestas* in any region but Rome; they may also take place during a *hiems* if a player has the Ring of Gyges (II.H; 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/amazon* (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 (i.e. participant /combatant) in a *proelium*
 - a. *virgines*, *matronae*, *senatores* and non-war *numina* may not participate in *proelia* as warring parties;
2. *proelia* may involve only two warring parties who are residing in the same region
 - a. a warring party consists of a player, a group of *triumviri* or a player and a demi-god operating in collaboration (XI.A);
 - b. *triumviri* 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 enter combat collectively;
 - c. if *triumviri* operate as a party, they fight as a single individual and cannot issue or accept *flagitationes* separately (VII.C);
 - d. a group of *triumviri* 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 *aestas*;
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 *aestas*;
 - 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 the roll of one die is higher than the other;
5. a party is obliged to accept the first *flagitatio* issued in an *aestas* 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 *concurstationes* (skirmishes), with the result of each roll determined as follows:
 - a. if the difference between the roll in the *concurstatio* 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 *concurstatio* is a tie, each party surrenders his *legio* to the *numen*;
4. *reges* may not use a captured *legio curialis*, unless they convert it to a *legio clientarum* by paying a foreign *numen* with *legiones clientarum* a conversion fee of 200,000 D
 - a. until the conversion fee has been paid, the *rex* who owns the *legio curialis* may not use it in a *proelium*;
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 *proelium* in progress; *proelia* in progress may be terminated, without further consequence to either side, in the following ways
 - a. if Apollo/Diana announces the end of a season;
 - 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 *concurstationes* 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. War Gods. War gods may engage in and encourage *proelia*, as follows:

1. to any player who may engage in *proelia*, including bacchantes (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 immortalis* (a special die), a legion which cannot die in battle and which he may re-use in any number of *concurrationes*; *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 *concurrationes*;
 - 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 *concurratio* 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 Minor, Parthia, Syria, Egypt); Bellona may attack players only in the western Roman world (Mauretania, Spain, Gaul, Germania, S Italy, N Italy, Sicily);
 5. any war god who encourages or engages in a *proelium* must remain until its conclusion.
- F. Juno. Once each *aestas*, Juno may force any two players in the same region (including war gods) 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 their 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 *virgo/matrona*, 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. Foreign Gods. Foreign gods (Tyr, Wotan, Montu, Ishtar, Isis, Pazuzu, Tanit, Mithras, Pan) 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 their own *legiones* until it is defeated in a *conkursatio*, 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 *conkursatio*. 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 Minor, 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 *conkursatio*.
- L. Pazuzu. This Assyrian wind-demon may possess a living mortal player (i.e. take possession of a character's body) for one season and control all that player's choices and actions. Possession occurs when Pazuzu rolls a higher number on one die (*legio clientarum*) than the player he wishes to possess; thus, the player to be possessed must own at least one *legio*. If Pazuzu's roll is lower than that of the mortal, the mortal takes possession of the god's *legio clientarum*. If it is a tie, they roll again. If it is higher, Pazuzu takes possession of the mortal. Once possessed, that player must follow all rules for *conkursationes*, including those pertaining to *imagines* and *numina* who can affect the total of a roll of the dice (e.g. Fortuna/us, Tyche). A player's possession by Pazuzu ends with the onset of the next *motus* period.

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 breaks 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;
 - b. if the voting process is delayed, Venus may choose at will two players to serve as consuls for that *hiems*;

3. each consul is then allowed to introduce one piece of legislation upon which the *senatores* present may vote.
- C. The Senate can engage in five types of legislation:
1. Imperium (Legionary Command): The Senate may reassign any or all of one *imperator's legiones curiales* to another *imperator* or *senator* by a simple majority vote;
 2. Proscriptio (Formal Condemnation): The Senate may impose a death sentence on an *imperator*, *senator* or *amazon*
 - a. if the proscribed player is in Rome, they are summarily executed;
 - b. if the proscribed player is outside Rome at the time of the *proscriptio*, they are sanctioned and may enter Rome only upon pain of death; this sanction is represented by the *signum proscriptionis* (red headband) which all proscribed players must wear
 - i. any *legiones curiales* in the player's possession at the time the *proscriptio* is announced become the property of Mars; otherwise, proscribed players may keep or dispose of their transferrable properties at will;
 - c. a *proscriptio* may not be imposed upon a *numen*, *rex*, *virgo* or *matrona*;
 3. Restitutio (Removing a *Proscriptio*): The Senate may vote to lift a *proscriptio*, allowing a player to enter Rome;
 - a. no reparations will be made for any losses incurred during the *proscriptio*;
 4. 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 *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 *legiones (curiales and clientarum)* in that player's possession, which become the *numen's* property; the player may keep or dispose of their other transferrable properties at will.
 5. Census (Taxation): By a simple majority vote, the Senate may levy a tax on any mortal Romans (excluding *virgines* and *matronae*) residing in one particular *provincia* during a *hiems*. In doing so, they garnish all *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 *census*.
- D. To help in tallying votes, Phobos will count all votes in favor and Deimos all those against.

IX. *Tributum* (Tribute)

- A. Once during each *hiems*, any player wintering in a *provincia/regnum* may collect *tributum* from any *numen* who is in residence and has *Denarii*; the *numen* may not refuse *tributum* to any mortals inhabiting the region

1. every *numen* inhabiting any *provincia/regnum* during a *hiems* must pay the full *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/Helios calls an end to a *hiems*.

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

Sicily, Egypt	300,000 D
Asia Minor, North Italy, Parthia	200,000 D
Greece, Gaul, Spain, Syria, S Italy, Mauretania	100,000 D
Germania, Rome	none

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 make 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)/*Triumviri* (Groups of Three Friends)

- A. *Triumviri* (Friends). Three players called *triumviri* may form an *amicitia* (“friendship,” a formal friendship or alliance with one another)
 1. *amicitiae* involve three players who meet in a region and agree upon the terms of the collaboration;
 2. each *triumvir* in the *amicitia* may or may not make a formal declaration of *amicitia* before Juno, binding the *amicitia* with a divine oath
 - a. *Triumviri* whose *amicitiae* have been blessed by Juno may engage together as a group in *proelia* (VII.B.2.b);
 - b. Juno bestows *coronae pictae* (colored headbands) of the same color to the three *triumviri* to identify them as belonging to a triumvirate;
 3. *triumviri* 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* may own as many as 30 *legiones* collectively.
- B. The Dissolution of an *Amicitia*:
 1. If an *amicitia* dissolves, they return their *coronae pictae* to Juno. Ownership of the properties which the *triumviri* handed over in the course of forming or maintaining their *amicitia* is determined as follows:
 - a. a *triumvir* may request the return of his *suffragia* at any time through Mercury/Hermes or any *numen* not engaged in a *proelium* who must immediately seek out the *triumvir* who has them and must deliver them back to the original owner;
 - b. a *triumvir* may request the return of his other properties (*Denarii*, *legiones*, *classes*) if he is in the same region with the fellow *triumvir* who is in possession of those properties; *classes* have to be returned, while *Denarii* and *legiones* do not;
 - c. other *numina* besides Mercury/Hermes may or may not help in the return of *classes*, *Denarii* and *legiones*;
 2. the betrayal of a *triumvir* 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. Vestal Virgins work with Vesta in overseeing wills and the inheritance of transferrable properties (XIV.B); they do not participate in *proelia*, voting or any 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 taking 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 (II.G). *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 widowed or divorced (XV.C) and have chosen to follow the rules for combat (VII);
 2. a *virgo* may become an *amazon* without having been married, but if she does, she forfeits her *dos* (II.F);
 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;
 2. *Emptio*: buying *legiones/classes*.

- B. Commutatio (Bartering): Foreign *numina* (Tyr, Wotan, Isis, Mithras, Tanit, Ishtar, Cybele, Ares, Pazuzu, Pan) oversee *commutationes* 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 (Juppiter, Juno, Minerva, Apollo, Diana, Vesta, Vulcan and their Greek counterparts) may sell *legiones curiales* at the designated cost (200,000 D);
 2. Legiones clientarum. Only certain foreign *numina* (Tyr, Wotan, Isis, Mithras, Tanit, Dionysus, Bacchus, Ariadne, Silenus, Montu, Ishtar) may sell *legiones clientarum* 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.
- F. Juventas. Juventas restores youth and vigor to chosen mortals. S/he may give mortals properties or *Denarii* which s/he has requested and procured from other *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, while still under proscription, 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. one player in a *proelium* loses all of his *legiones*, leaving him “unprotected,” and the winning player 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 they accept the plea, they 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);
 9. a player without a *classis* who is caught at sea by a sea-god (VI.E.2).
- B. Heredes (Heirs). Upon death, players may bequeath any transferable property in their possession to a *heres*, as long as Vesta and the Vestal Virgins approve (XII.A.1)
1. transferable 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
 - 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 bequeath their *suffragia* to any *senator/imperator* they choose.
- C. Becoming an Imago (Ghost). Once a player dies, they become an *imago* (ghost), in the following way:
1. the dead player must invoke Persephone/Pluto through lamentation to meet him/her in Cumae (S Italy) or Taenarum (Greece) and be accepted into the company of the dead as an *imago*;
 2. when Persephone/Pluto appears, they bestow 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).
- D. The Nature and Function of Imagines
1. *imagines* may move anywhere at any time at will, in spite of *sedes*;

2. *imagines* may attach themselves 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 their 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*;
 - ii. more than one *imago* may affect the outcome of the same *concursatio*;
 - b. *Hiems*. *Imagines* may attach themselves 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 their 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* they have accrued.
- E. *Maiores* (Ancestors). *Maiores* follow the same rules as *imagines* but they begin the Game as ghosts.
- F. *Tartarus* (Hell). If any deity apprehends a mortal breaking the same rule in the Game for the second time, that player is consigned to the custody of Pluto/Persephone who must confiscate all that player's possessions (including *suffragia*) and may choose to assign him to a punishment lasting up to one year. Such punishments may include pulling heavy loads or sitting in a chair beneath hanging fruit.

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 *virgo'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 *virgus* cards (XII.B.2).

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/amazones* 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 any *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 *triumviri*, XI) has at the time of the divorce.

XVI. ***Pestis*** (Plague)

A. Apollo/Diana may unleash *pestis* at will during an *aestas*

- 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. no *pestis* may occur during a *hiems*;
- 4. an outbreak of *pestis* may not last longer than one season 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 (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* and/or *classes* 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 of any number to identify themselves as part of an *amicitia ultima*, along with a patron *numen* who will assist them in the process of preparing them for the *proelium ultimum*;
 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. Before the Battle of Actium, all players including *numina* will be given a chance to redeem *legiones* and *classes* for *naves longae* (warships; blue dice) which the sea-gods sell at the exchange rate cited in the Appendix 2
1. no other properties (*Denarii*, *dos*, *suffragia*) can be used to purchase *naves longae*;
 2. each *amicitia ultima* must choose a patron *numen* who finalizes the purchase of *naves longae* from the sea-gods.
- 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 20 *naves longae* in the *proelium ultimum*;
 2. because this conflict takes place at sea, unlike inland battles, all parties fight each other at the same time;
 3. the *proelium ultimum* proceeds as follows:
 - a. one member of each *amicitia ultima* represents their 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, and any party with more than 20 will have the excess confiscated;

- 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 *conkursatio 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;
 - 1. if one of the players who rolled the die which resulted in a tie is a *hero*, that player wins the *conkursatio navalis* and the other tying player loses their die;
 - 2. if there are two or more *heroes* involved in a tie, all retain their dice;
 - e. play continues until only one party is left in possession of at least one *navis longa*.

- D. Triumph. The victorious party leads a triumphal procession around the world, ending in Rome. They may shout "*Io triumphe!*" and sing celebratory verses, praising and/or abusing their leader
 - 1. after arriving in Rome, Jupiter 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

6:30-6:35	<i>Aestas</i> of 44 BCE	7:47-7:48	<i>Motus</i> or FERIAE
6:35-6:36	<i>Motus</i>	7:48-7:53	<i>Hiems</i> of 37 BCE or FERIAE
6:36-6:41	<i>Hiems</i> of 43 BCE	7:53-7:54	<i>Motus</i> or FERIAE
6:41-6:42	<i>Motus</i>	7:54-7:59	<i>Aestas</i> of 37 BCE or FERIAE
6:42-6:47	<i>Aestas</i> of 43 BCE	7:59-8:00	<i>Motus</i>
6:47-6:48	<i>Motus</i>	8:00-8:05	<i>Hiems</i> of 36 BCE
6:48-6:53	<i>Hiems</i> of 42 BCE	8:05-8:06	<i>Motus</i>
6:53-6:54	<i>Motus</i>	8:06-8:11	<i>Aestas</i> of 36 BCE
6:54-6:59	<i>Aestas</i> of 42 BCE	8:11-8:12	<i>Motus</i>
6:59-7:00	<i>Motus</i>	8:12-8:17	<i>Hiems</i> of 35 BCE
7:00-7:05	<i>Hiems</i> of 41 BCE	8:17-8:18	<i>Motus</i>
7:05-7:06	<i>Motus</i>	8:18-8:23	<i>Aestas</i> of 35 BCE
7:06-7:11	<i>Aestas</i> of 41 BCE	8:23-8:24	<i>Motus</i>
7:11-7:12	<i>Motus</i>	8:24-8:29	<i>Hiems</i> of 34 BCE
7:12-7:17	<i>Hiems</i> of 40 BCE	8:29-8:30	<i>Motus</i>
7:17-7:18	<i>Motus</i>	8:30-8:35	<i>Aestas</i> of 34 BCE
7:18-7:23	<i>Aestas</i> of 40 BCE	8:35-8:36	<i>Motus</i>
7:23-7:24	<i>Motus</i>	8:36-8:41	<i>Hiems</i> of 33 BCE
7:24-7:29	<i>Hiems</i> of 39 BCE	8:41-8:42	<i>Motus</i>
7:29-7:30	<i>Motus</i>	8:42-8:47	<i>Aestas</i> of 33 BCE
7:30-7:35	<i>Aestas</i> of 39 BCE	8:47-8:48	<i>Motus</i>
7:35-7:36	<i>Motus</i>	8:48-8:53	<i>Hiems</i> of 32 BCE
7:36-7:41	<i>Hiems</i> of 38 BCE	8:53-8:54	<i>Motus</i>
7:41-7:42	<i>Motus</i>	8:54-8:59	<i>Aestas</i> of 32 BCE
7:42-7:47	<i>Aestas</i> of 38 BCE	9:00	THE BATTLE OF ACTIUM

Appendix 2: Exchange Table for *Naves Longae*

The number of *legiones* and *classes* presented by an *amicitia ultima* is cited in the left column below and corresponds to the number of *naves longae* they gain in the right column.

<u>Legiones/Classes</u>	<u>Naves Longae</u>
1	1
3	2
6	3
10	4
15	5
21	6
28	7
36	8
45	9
55	10

<u>Legiones/Classes</u>	<u>Naves Longae</u>
66	11
78	12
91	13
105	14
120	15
136	16
153	17
171	18
190	19
210	20

