

VAE VICTIS

LATIN FOR "WOE TO THE VANQUISHED", OR "WOE TO THE CONQUERED". IT MEANS THAT THOSE DEFEATED ARE ENTIRELY AT THE MERCY OF THEIR CONQUERORS AND SHOULD NOT EXPECT —OR REQUEST— LENIENCY.

VAE VICTIS IS A SEMI-COMPETITIVE GAME OF DECLINE AND TREACHERY FOR 3 TO 6 ROMAN PATRICIANS OF 10+ YEARS. GAMES LAST AROUND 30 MINUTES.

ROME IS GOING TO HELL. REDNECK BARBARIANS ARE RAIDING THE BORDERS, THE ECONOMY IS IN FREEFALL AND THE SEWER WORKERS ARE ON STRIKE...AGAIN. TO TOP IT ALL, MERCENARIES AND SLAVES HAVE DELUSIONS OF GRANDEUR (THEY WANT TO BE PAID, FOR JUPITER'S SAKE!), WHILE THOSE PETTY PENCIL PUSHERS AT THE SENATE INDULGE IN NEVER-ENDING RHETORIC DISPLAYS. AS A WEALTHY PATRICIAN, YOU'RE PRETTY SURE IT IS EXPECTED THAT YOU LEND YOUR HELP TO ROME IN THIS DIRE TIME OF NEED...BUT THEN AGAIN: WILL YOUR "FRIENDS" DO THE SAME? THE IDES OF MARCH ARE AROUND THE CORNER...

GOAL OF THE GAME

ALL PLAYERS LOSE IF ANY ONE OF THE TRACKS MOVES DOWN TO ITS FINAL SPACE (THIS IS MARKED IN-GAME BY A SKULL WITH A SWORD THROUGH IT). **NO PLAYER IS ALLOWED TO MAKE A TRACK REACH ITS FINAL SPACE IF THEY CAN AVOID IT - UNLESS THEY ARE THE TRAITOR (SEE TRAITOR).**

A PLAYER WINS AT THE END OF THEIR TURN IF THEY SIMULTANEOUSLY FULFILL THE REQUIREMENT OF THEIR "**CURIA**" GOAL CARD AND THEIR "**LIMITES**" GOAL CARD. THEY NEED TO HAVE AT LEAST 1 COIN.

A PLAYER LOSES AT THE END OF ANY TURN IF THEY HAVE NO COINS LEFT.

A PLAYER WINS AT THE END OF ANY TURN IF ALL OTHER PLAYERS HAVE LOST.

GAME TRACKS

IN VAE VICTIS THERE'S A TOTAL OF 7 TRACKS, DIVIDED IN 2 GROUPS: THE 4 **WAR TRACKS** (HISPANIA, GALLIA, BRITANNIA AND GERMANIA) AND THE 3 **MANAGEMENT TRACKS** (DIVITIAE, SANITAS AND RAPINA).

THE WAR BOARD CONTAINS THE 4 WAR TRACKS, AND THEY ARE KEY TO ACHIEVING YOUR "LIMITES" GOAL CARD. EACH TRACK HAS 13 SPACES. THE MANAGEMENT BOARD CONTAINS THE 3 MANAGEMENT TRACKS. THE LENGTH OF THE MANAGEMENT TRACKS VARIES ACCORDING TO THE NUMBER OF PLAYERS, AND THEY HAVE MILESTONES THAT TRIGGER PENALTIES (LEARN MORE IN **MANAGEMENT TRACKS**).

DURING GAMEPLAY THESE TRACKS CAN BE MOVED DOWN (MAINLY DUE TO FATE DICE), WHICH IS GENERALLY BAD FOR THE PLAYERS. ALSO DURING GAMEPLAY THESE TRACKS CAN BE MOVED UP (MAINLY DUE TO PLAYERS TAKING THE WAR AND ADVISE ACTIONS), WHICH IS GENERALLY GOOD FOR THE PLAYERS.



WAR BOARD



MANAGEMENT BOARD

GOAL CARDS



EXAMPLES OF LIMITES & CURIA GOAL CARDS

GOAL CARDS ARE IMPORTANT, AS THEY TELL YOU WHAT CONDITIONS YOU NEED TO FULFILL IN ORDER TO WIN THE GAME.

THERE ARE 2 TYPES OF GOAL CARDS:

- 6 "**LIMITES**" GOAL CARDS: EACH INDICATES 2 WARS. THE REQUIREMENT IS MET WHEN SAID 2 WARS HAVE BEEN WON (THEIR TRACK MARKER HAS BEEN ADVANCED TO THE LAST SPOT).
- 6 "**CURIA**" GOAL CARDS: EACH INDICATES ONE OF THE FOLLOWING OPTIONS:
 - "MAJORITY OF LEFT",
 - "MAJORITY OF RIGHT",
 - "MAJORITY OF CENTER",
 - "EQUALITY BETWEEN LEFT AND CENTER" (BUT GREATER THAN 0),
 - "EQUALITY BETWEEN LEFT AND RIGHT" (BUT GREATER THAN 0),
 - "EQUALITY BETWEEN CENTER AND RIGHT" (BUT GREATER THAN 0).

MAJORITIES ARE ALWAYS SIMPLE: IT IS ENOUGH THAT THERE ARE MORE SENATORS OF ONE FACTION (LEFT, CENTER OR RIGHT) THAN OF ANY OF THE OTHER TWO. EQUALITIES ARE ONLY VALID WHEN THE FACTIONS INVOLVED HAVE AT LEAST 1 SENATOR IN THEM.

GAME SETUP

- 1 RANDOMLY DISTRIBUTE 1 "CURIA" GOAL CARD AND 1 "LIMITES" GOAL CARD TO EACH PLAYER. EACH PLAYER CAN LOOK AT THEIR CARDS, BUT THEY MUST KEEP THEM SECRET (FOR NOW). RETURN THE REST TO THE BOX, FACE-DOWN, THEY WILL NOT BE USED IN THIS GAME.
- 2 SHUFFLE THE DECK OF **FORUM CARDS** AND PLACE THEM IN A PILE FACE DOWN ON THE "FORUM" AREA.
- 3 PLACE THE 4 **WAR TOKENS** EACH ON THE STARTING SPOT OF THEIR TRACK (MARKED WITH THE CORRESPONDING ANIMAL HEAD).
- 4 PLACE THE **DIVITIAE** (WEALTH), **SANITAS** (PUBLIC HEALTH) AND **RAPINA** (PILLAGE) **TOKENS** EACH AT THE STARTING SPACE OF THEIR TRACK (THE BIG ICON AT THE TOP OF EACH TRACK).
- 5 DEAL 8 **COINS** TO EACH PLAYER, THEN PUT THE REMAINDER ON THE "RESERVE" (THE RESERVE CONTAINS THE COINS NOT CURRENTLY ON THE TREASURY NOR IN ANY PLAYER'S POSSESSION).
- 6 SET ASIDE 2 **FAVOR CARDS** PER PLAYER AND, IF YOU'RE USING **THE TRAITOR VARIANT**, MIX THEM WITH 1 TRAITOR CARD (2 IF PLAYING WITH 6 PLAYERS). PLACE THEM IN A PILE FACE DOWN ON THE "THERMAE" AREA - THIS IS THE DECK OF INTRIGUE CARDS.
- 7 PLAYERS AGREE ON THE **TREASURY CAPACITY** FOR THIS GAME:
 - EASY GAME:** 3 COINS PER PLAYER
 - NORMAL GAME:** 2 COINS PER PLAYER
 - HARD GAME:** 1 COIN PER PLAYER**IN ANY CASE, THE TREASURY STARTS THE GAME EMPTY.**
- 8 PUT THE SENATOR MEEPLES, ACTION MARKERS AND DIE WITHIN REACH OF ALL PLAYERS

NO PLAYER CAN HAVE MORE THAN 8 COINS DURING THE GAME. IF THEY WERE TO HAVE MORE THAN 8, RETURN THE SURPLUS TO THE RESERVE.

THE PLAYER WHO HAS **TRAVELED** MOST RECENTLY TO ROME IS THE STARTING PLAYER. IF THERE IS A TIE, THE STARTING PLAYER IS DECIDED AT RANDOM.



COMPONENTS



52 CARDS

- 12 GOAL CARDS
 - 6 "CURIA" GOAL CARDS
 - 6 "LIMITES" GOAL CARDS
- 26 FORUM CARDS
- 14 INTRIGUE CARDS
 - 12 FAVOR CARDS
 - 2 TRAITOR CARDS

50 COINS (NOT PROVIDED IN THIS PNP)

9 SENATOR MEEPLES (NOT PROVIDED IN THIS PNP)

7 TRACK TOKENS (NOT PROVIDED IN THIS PNP)

- 4 WAR TOKENS, 1 FOR EACH WAR
- 1 WEALTH TOKEN
- 1 PUBLIC HEALTH TOKEN
- 1 PILLAGE TOKEN

4 ACTION TOKENS (NOT PROVIDED IN THIS PNP)

3 BOARDS

3 CUSTOM 6-SIDED DICE



TURN SEQUENCE

PLAYERS TAKE TURNS IN CLOCKWISE ORDER UNTIL A PLAYER WINS. EACH PLAYER MUST PERFORM THE FOLLOWING PHASES, IN THE ORDER INDICATED, IN EACH OF THEIR TURNS:

FATE PHASE
SUPPORT PHASE
INFLUENCE PHASE
CHECK IF ANY PLAYER HAS WON

ONCE THE ACTIVE PLAYER HAS GONE THROUGH ALL OF THEIR PHASES, IF THERE IS NO VICTOR, THEY PASS THE DICE AND THE ACTION TOKENS TO THE NEXT PLAYER IN TURN ORDER.

FATE PHASE

THE ACTIVE PLAYER WILL ROLL THE CUSTOM DICE. THOSE DICE HAVE 6 FACES EACH CORRESPONDING TO:

"HISPANIA" TRACK
"GALLIA" TRACK
"BRITANNIA" TRACK
"GERMANIA" TRACK
DIVITIAE TRACK
SANITAS TRACK

THE ACTIVE PLAYER ROLLS THE 3 DICE (CALLED THE FATE DICE), AND THEN DISCARDS 1 RESULT. THE ACTIVE PLAYER CAN PAY TO THE TREASURY 1 COIN TO DISCARD AN ADDITIONAL RESULT - THIS CAN BE DONE TWICE (EFFECTIVELY DISCARDING THE 3 RESULTS). APPLY THE RESULT FOR THE REMAINING DICE:

THE BARBARIANS ATTACK! THE CORRESPONDING WAR MOVES DOWN 1 SPACE (TOWARDS ROME, SO THE BARBARIANS ARE GETTING NEARER TO THE CITY)

NOTE: IF YOU WOULD MOVE DOWN THE TOKEN OF A WAR THAT IS ALREADY WON, INSTEAD PAY 1 COIN TO THE TREASURY.

THE WEALTH DEPLETES! THE DIVITIAE TOKEN MOVES DOWN 1 SPACE. APPLY THE EFFECT OF ANY MILESTONE TRAVERSED.

THE PLAGUE FESTERS! THE SANITAS TOKEN MOVES DOWN 1 SPACE. APPLY THE EFFECT OF ANY MILESTONE TRAVERSED.

REMEMBER: NO PLAYER IS ALLOWED TO MAKE ANY OF THE 7 TRACKS (4 WARS, DIVITIAE, SANITAS, RAPINA) REACH ITS FINAL SPACE IF THEY CAN AVOID IT - UNLESS THEY ARE THE TRAITOR (SEE TRAITOR).

TO LEARN ABOUT THE EFFECTS OF THE MILESTONES OF THE TRACKS, SEE **MANAGEMENT TRACKS** FURTHER BELOW.

OPTIONAL RULE - HAUNTING SPIRITS: PLAYERS WHO ARE OUT OF THE GAME STILL PLAY THEIR FATE PHASE EXACTLY AS PER THE NORMAL RULES. THEN, THEY END THEIR TURN. **BE AWARE THAT THIS RULE GREATLY INCREASES THE DIFFICULTY FOR THE REMAINING PLAYERS.**

SUPPORT PHASE



IN THIS PHASE, THE PLAYER **MUST** PERFORM AT LEAST 1 ACTION; IF THEY CHOOSE TO PERFORM TWO ACTIONS, THEY CAN PERFORM EACH IN A DIFFERENT AREA OR BOTH IN THE SAME AREA. WHENEVER A PLAYER PERFORMS AN ACTION, THEY PUT AN ACTION TOKEN ON THE LEFTMOST EMPTY CIRCLE OF THAT AREA.

"LIMITES" - BORDERS



BY WAGING WAR AGAINST THE BARBARIANS, YOU CAN HELP ROME AGAINST THE INVADERS, AND ALSO FURTHER YOUR "LIMITES" GOAL CARD.

WAR ACTION: CHOOSE AN OPTION

CHOOSE 3 WARS AND MOVE FORWARD THEIR TOKENS 1 SPACE EACH; OR CHOOSE 1 WAR AND MOVE FORWARD ITS TOKEN 2 SPACES. IF IT'S THE SECOND TIME YOU'RE PERFORMING THIS ACTION THIS TURN, AFTER PERFORMING IT PROCEED TO PAY MERCENARIES (SEE BELOW).

YOU CAN NOT CHOOSE TO TAKE THE WAR ACTION IF ALL WARS ARE WON.

IMPORTANT: IF A WAR TOKEN REACHES THE HIGHEST SPACE OF ITS TRACK, ROME WINS THAT WAR AND **THE TOKEN OF THAT WAR CAN NO LONGER BE MOVED**. IF A FATE DICE INDICATES THAT THAT WAR TOKEN MUST BE MOVED DOWN 1 SPACE, INSTEAD OF THAT THE PLAYER WHO ROLLED SAID DICE MUST PAY 1 COIN TO THE TREASURY.

PAY MERCENARIES: AFTER APPLYING YOUR CHOICE, ROLL 3 DICE: FOR EACH RESULT SHOWING THE ICON ASSOCIATED TO THE WAR(S) YOU ADVANCED ON THE LAST WAR ACTION, YOU MUST MOVE DOWN THE RAPINA TOKEN ONE SPACE PER SPACE ADVANCED BY THAT WAR THANKS TO THAT ACTION. APPLY ALL THE EFFECTS DEPICTED ON THE MILESTONES TRAVERSED IN ORDER.

EXAMPLE OF PAY MERCENARIES:

JULIUS DECIDED TO PERFORM THE WAR ACTION TWICE ON HIS TURN. (WHAT CAN GO WRONG? ON HIS 2ND PERFORMANCE OF THE WAR ACTION HE DECIDES TO ADVANCE WAR "BRITANNIA" TWO SPACES. ON HIS ROLL, JULIUS GETS HOW UNLUCKY! SINCE THE RESULTS CORRESPOND TO THE WAR HE CHOSE TO ADVANCE TWICE, HE MUST MOVE DOWN THE PILLAGE TOKEN 4 SPACES (2 RESULTS X 2 SPACES ADVANCED BY WAR "BRITANNIA")...RESULTING IN THE TOKEN MOVING TO THE FOURTH SPACE OF THE RAPINA TRACK. SO, JULIUS MUST MOVE FORWARD THE TOKEN OF ANOTHER TRACK 1 SPACE (DUE TO THE MILESTONE IN THE 2ND SPOT OF THE TRACK) AND THEN LOSES 1 COIN (DUE TO THE MILESTONE IN THE 3RD SPOT OF THE TRACK). THE GODS SMILE WITH GLEE.

"AERARIUM"- TREASURY



THE TREASURY CONTAINS THE COINS PLAYERS HAVE PAID, AND IS HEAVILY LINKED TO THE WEALTH TRACK (DIVITIAE).

FUND ACTION: RESOLVE THE STEPS IN ORDER

TAKE HALF OF THE COINS IN THE TREASURY (ROUNDED UP) AND PLACE THEM ON YOUR RESERVE. MOVE DOWN THE WEALTH TOKEN 1 SPACE.

IF IT'S THE SECOND TIME YOU'RE PERFORMING THIS ACTION THIS TURN, INSTEAD TAKE ALL THE COINS IN THE TREASURY AND PROCEED TO FINANCIAL CRISIS (SEE BELOW).

YOU CAN NOT CHOOSE TO TAKE THE FUND ACTION IF THE WEALTH TOKEN IS IN THE PREVIOUS TO LAST POSITION OF ITS TRACK (SINCE THAT WOULD RESULT IN ALL PLAYERS LOSING THE GAME), NOR IF THERE ARE NO COINS LEFT IN THE TREASURY.

FINANCIAL CRISIS: ROLL 3 DICE AND:

FOR EACH RESULT, MOVE DOWN THE SANITAS TOKEN 1 SPACE
FOR EACH RESULT, MOVE DOWN THE DIVITIAE TOKEN 1 SPACE

IN ANY CASE, APPLY ALL THE EFFECTS DEPICTED ON THE MILESTONES TRAVERSED, IN ORDER. RESOLVE EACH EFFECT WHEN THE TOKEN IS MOVED DOWN TO THAT SPOT.

A NOTE ABOUT THE TREASURY

WHENEVER A PLAYER MAKES A PAYMENT, THE COINS ARE PAID TO THE TREASURY. IF THE TREASURY IS FULL (THERE ARE A NUMBER OF COINS IN IT EQUAL TO ITS CAPACITY), RETURN THE REMAINING COINS TO THE RESERVE.

WHENEVER A PLAYER LOSES COINS (DUE TO EXCEEDING THEIR LIMIT OF 8, OR ANY OTHER EFFECTS), THOSE COINS ARE RETURNED TO THE RESERVE (NOT THE TREASURY).

"DOMUS PALATINA" - EMPEROR'S COURT



HERE PLAYERS CAN HELP THE EMPEROR TO RULE ROME. THIS SPACE IS LINKED TO THE MANAGEMENT TRACKS, SINCE GOOD GOVERNANCE HELPS TO STAVE OFF THESE LOOMING DISASTERS. THE EMPEROR CAN GIVE GOOD REWARDS TO LOYAL PATRICIANS...

ADVISE ACTION: RESOLVE THE STEPS IN ORDER

MOVE UP 1 SPACE THE TOKEN OF THE TRACK (DIVITIAE, SANITAS OR RAPINA) OF YOUR CHOICE. DO NOT APPLY ANY THE EFFECTS DEPICTED ON THE SPACES TRAVERSED.

IF IT'S THE SECOND TIME YOU'RE PERFORMING THIS ACTION THIS TURN, AFTER PERFORMING IT GET 2 COINS FROM THE RESERVE.

YOU CAN NOT CHOOSE TO TAKE THE ADVISE ACTION IF THE TOKEN OF EACH MANAGEMENT TRACK IS ON ITS STARTING POSITION.

INFLUENCE PHASE



IN THIS PHASE, THE PLAYER **MUST** PERFORM AT LEAST 1 ACTION; IF THEY CHOOSE TO PERFORM TWO ACTIONS, THEY CAN PERFORM EACH IN A DIFFERENT AREA OR BOTH IN THE SAME AREA. WHENEVER A PLAYER PERFORMS AN ACTION, THEY PUT AN ACTION TOKEN ON THE LEFTMOST EMPTY CIRCLE OF THAT AREA.

"THERMAE" - BATHS



THE BATHS ARE THE PERFECT PLACE TO HOLD SECRET MEETINGS AND GAIN CLANDESTINE INFLUENCE. AND MAYBE, JUST MAYBE, THE RIGHT PLACE TO SWITCH ALLEGIANCES...IT CONTAINS THE INTRIGUE CARDS.

INTRIGUE ACTION: RESOLVE THE STEPS IN ORDER

- PAY 1 COIN TO THE TREASURY TO DRAW THE TOP CARD OF THE INTRIGUE DECK.
- IF IT'S THE SECOND TIME YOU'RE PERFORMING THIS ACTION THIS TURN, AFTER PERFORMING IT PAY 1 ADDITIONAL COIN.

YOU CAN LOOK AT INTRIGUE CARDS YOU OWN, BUT YOU CAN'T SHOW THEM TO OTHER PLAYERS. YOU CAN DISCARD FACE DOWN AN INTRIGUE CARD IN YOUR HAND AT ANY TIME TO DISCARD ANY 1 DIE FROM ANY 1 ROLL (THE EFFECT OF THE DISCARD DIE IS NOT APPLIED), REGARDLESS OF THE TYPE OF INTRIGUE CARD YOU DISCARDED (TRAITOR OR NOT, SEE BELOW). DISCARDED INTRIGUE CARDS ARE KEPT FACE DOWN IN A PILE. WHEN THE INTRIGUE CARD DECK IS DEPLETED, FORM A NEW DECK BY MIXING THE DISCARDED INTRIGUE CARDS.

TRAITOR VARIANT

WHEN USING THIS VARIANT, IF THERE ARE 3-5 PLAYERS, ADD 1 TRAITOR CARD TO THE INTRIGUE DECK DURING SETUP. IF THERE'S 6 PLAYERS, ADD 2 TRAITOR CARDS.



AS LONG AS YOU HAVE AN INTRIGUE CARD THAT DEPICTS THE BARBARIAN QUEEN, YOU **MIGHT** BE A TRAITOR. AS LONG AS YOU DON'T REVEAL YOURSELF AS TRAITOR, YOU PLAY USING THE NORMAL RULES. TO **REVEAL YOURSELF AS TRAITOR**, YOU MUST **FLIP YOUR BARBARIAN QUEEN INTRIGUE CARD AT THE START OF YOUR TURN**, REVEALING IT TO ALL OTHER PLAYERS.

FLIPPED INTRIGUE CARDS CAN'T BE DISCARDED, AND YOU MUST NOW FORFEIT YOUR "LIMITES" AND "CURIA" VICTORY CONDITIONS - **YOU CAN ONLY WIN BY DEFEATING ROME (ANY ONE OF THE 7 TRACKS REACHES THE FINAL SPACE)**. ADDITIONALLY, FROM NOW ON, YOU **ARE ALLOWED TO MAKE A TRACK REACH ITS FINAL SPACE**.

"CURIA" - SENATE



THE SENATE CONTAINS THE SENATOR MEEPLES AND IS KEY TO ACHIEVING YOUR "CURIA" GOAL CARD. THE SENATE IS DIVIDED IN 3 SECTIONS (LEFT, CENTER AND RIGHT); EACH SECTION OF THE SENATE CAN HOLD A MAXIMUM OF 3 SENATOR MEEPLES. ALL SECTIONS START THE GAME EMPTY.

BRIBE ACTION: RESOLVE THE STEPS IN ORDER

- PAY 1 COIN TO THE TREASURY TO ADD OR REMOVE 1 SENATOR MEEPLE TO/FROM ANY SECTION OF THE SENATE.
- IF IT'S THE SECOND TIME YOU'RE PERFORMING THIS ACTION THIS TURN, AFTER PERFORMING IT PAY 1 ADDITIONAL COIN.

"FORUM" - FORUM



THE FORUM IS THE PLACE TO BE IN ROME, AND IS FULL OF PEOPLE WITH USEFUL SKILLS YOU CAN EMPLOY. THESE CHARACTERS ARE DEPICTED AS THE FORUM CARDS.

EMPLOY ACTION: RESOLVE THE STEPS IN ORDER

- PAY 1 COIN TO THE DRAW THE TOP CARD OF THE FORUM DECK.
- IF IT'S THE SECOND TIME YOU'RE PERFORMING THIS ACTION THIS TURN, AFTER PERFORMING IT PAY 1 ADDITIONAL COIN.

EACH CARD INDICATES WHEN IT CAN BE PLAYED AND WHO IT AFFECTS WHEN USED (SEE THE **LIST OF ICONS** BELOW). YOU CAN NOT USE A CARD YOU DREW THIS TURN. DISCARDED FORUM CARDS ARE KEPT FACE DOWN IN A PILE. WHEN THE FORUM CARD DECK IS DEPLETED, FORM A NEW DECK BY MIXING THE DISCARDED FORUM CARDS.

LIST OF ICONS

TIMING ICONS

- USE THIS CARD ONLY ON YOUR TURN.
- USE THIS CARD ON ANY TURN.

TARGET ICONS

- ONLY YOU CAN BE THE TARGET.
- ONLY ANOTHER PLAYER CAN BE THE TARGET.
- ANY PLAYER CAN BE THE TARGET.

APPENDIX

LIST OF FORUM CARDS (NUMBER OF COPIES)

VASTATOR - "SABOTEUR" (3): USE THIS CARD AFTER ANOTHER PLAYER ROLLS ANY 3 DIE (NOT JUST FATE DIE!). THAT PLAYER MUST REROLL UP TO 3 DIE OF YOUR CHOICE.

HARUSPEX - "AUGUR" (3): USE THIS CARD AFTER YOU ROLL ANY 3 DIE (NOT JUST FATE DIE!). CHOOSE 1 OPTION:

- CHANGE 1 DICE TO THE RESULT OF YOUR CHOICE; OR
- REROLL ALL 3 DIE

VIDUA NIGRA - "BLACK WIDOW" (2): USE THIS CARD WHEN ANOTHER PLAYER USES A FORUM CARD, OR ON A REVEALED FORUM CARD. THE EFFECT OF THAT CARD IS CANCELLED AND THE CARD DISCARDED.

TEMPTER - "SPY" (2): CHOOSE 1 OPPONENT AND 1 OPTION:

- LOOK AT THEIR HAND AND DISCARD 1 FORUM CARD; OR
- LOOK AT THEIR "LIMITES" GOAL CARD; OR
- LOOK AT THEIR "CURIA" GOAL CARD

CONSUL (2): PLACE YOUR "CURIA" GOAL CARD FACE-UP IN FRONT OF YOU. WHILE YOU HAVE THIS CARD REVEALED, IF AT THE END OF **ANY** TURN (NOT JUST YOURS!) THE CONDITION OF YOUR CARD "CURIA" IS MET, YOU GET A COIN FROM THE RESERVE (**NOT FROM THE TREASURY**).

PUBLICANUS - "TAX COLLECTOR" (2): A PLAYER OF YOUR CHOICE LOSES 1 COIN.

CLEPTES - "THIEVES" (2): CHOOSE 1 GAME AREA AND PLACE THIS CARD THERE. NEXT TIME ANOTHER PLAYER TAKES ACTION THERE, THAT PLAYER GIVES YOU 1 COIN AND YOU DISCARD THIS CARD.

CONTIONATOR - "DEMAGOGUE" (2): MOVE UP OR DOWN 1 SPACE, IN ANY COMBINATION, THE DIVITIAE AND/OR THE SANITAS TOKEN AND/OR THE RAPINA TOKEN.

DANISTA - "MONEY LENDER" (2): YOU GET 2 COINS FROM THE RESERVE.

ASINUS - "COURIER" (2): USE THIS CARD ON YOUR SUPPORT OR INFLUENCE PHASE. THIS PHASE, YOU IGNORE THE PENALTIES OF PERFORMING THE SAME ACTION TWICE (SUCH AS PAYING 1 EXTRA COIN OR HAVING TO ROLL DIE DUE TO PAY MERCENARIES OR FINANCIAL CRISIS).

VESTALES - "PRIESTESSES" (2): USE THIS CARD ON ANY PLAYER'S (INCLUDING YOU!) SUPPORT OR INFLUENCE PHASE. THAT PLAYER CAN'T TAKE ACTION IN THIS PHASE.

CENTURIO - "GENERAL" (2): PLACE YOUR "LIMITES" GOAL CARD FACE-UP IN FRONT OF YOU. WHILE YOU HAVE THIS CARD REVEALED, THE FIRST TIME YOU TAKE THE WAR ACTION ON YOUR TURN, YOU MAY ADVANCE ANY 1 WAR TOKEN 1 ADDITIONAL SPACE.

THE MANAGEMENT TRACKS

VAE VICTIS HAS 3 DISTINCT TRACKS: DIVITIAE, SANITAS AND RAPINA. AT THE BEGINNING OF THE GAME, PLACE EACH TOKEN ON THE "0" SPACE OF ITS TRACK (WHERE THE SYMBOL OF THE TRACK IS). TRACKS' LENGTH VARIES ACCORDING TO THE NUMBER OF PLAYERS:

- 4 OR LESS PLAYERS: 6 SPACES
- 5 PLAYERS: 8 SPACES
- 6 PLAYERS: 10 SPACES

IF ANY TOKEN REACHES THE FINAL SPACE OF ITS TRACK (ACCORDING TO THE NUMBER OF PLAYERS, MARKED WITH A SKULL AND SWORD), THE GAME IS LOST AND ALL PLAYERS LOSE (EXCEPT POSSIBLY THE TRAITOR PLAYER). PLAYERS ARE NOT ALLOWED TO WILLINGLY MOVE DOWN ONE TOKEN IF THAT WOULD RESULT IN THE GAME BEING LOST.

THE TOKENS ON THE TRACKS WILL BE MOVED DOWN DURING THE GAME DUE TO VARIOUS EFFECTS. THEY CAN ONLY BE MOVED UP BY USING THE ADVISE ACTION, OR (POSSIBLY) THE CONTIONATOR FORUM CARD. HERE'S A GUIDE ON WHAT AFFECTS THE TRACKS:

	 DIVITIAE	 SANITAS	 RAPINA
MOVE DOWN	<ul style="list-style-type: none"> ->  ON FATE DIE ->  ON FINANCIAL CRISIS ROLL -> FUND ACTION -> CONTIONATOR 	<ul style="list-style-type: none"> ->  ON FATE DIE ->  ON FINANCIAL CRISIS ROLL -> CONTIONATOR 	<ul style="list-style-type: none"> -> ROLL ON PAY MERCENARIES MATCHING A WAR MOVED ON THE 2ND WAR ACTION -> CONTIONATOR
MOVE UP	<ul style="list-style-type: none"> -> ADVISE ACTION -> CONTIONATOR 	<ul style="list-style-type: none"> -> ADVISE ACTION -> CONTIONATOR 	<ul style="list-style-type: none"> -> ADVISE ACTION -> CONTIONATOR

AS THE GAME PROGRESSES, TOKENS IN THE TRACKS WILL BE MOVED DOWN OR UP, DEPENDING ON THEIR ACTIONS, CHOICES AND LUCK. WHENEVER YOU MOVE DOWN A TOKEN ON A TRACK, **APPLY** THE EFFECTS OF **ALL** THE MILESTONE SPACES TRAVERSED. WHENEVER YOU MOVE UP A TOKEN ON A TRACK, **DO NOT** APPLY THE EFFECTS OF **ANY** MILESTONE TRAVERSED.