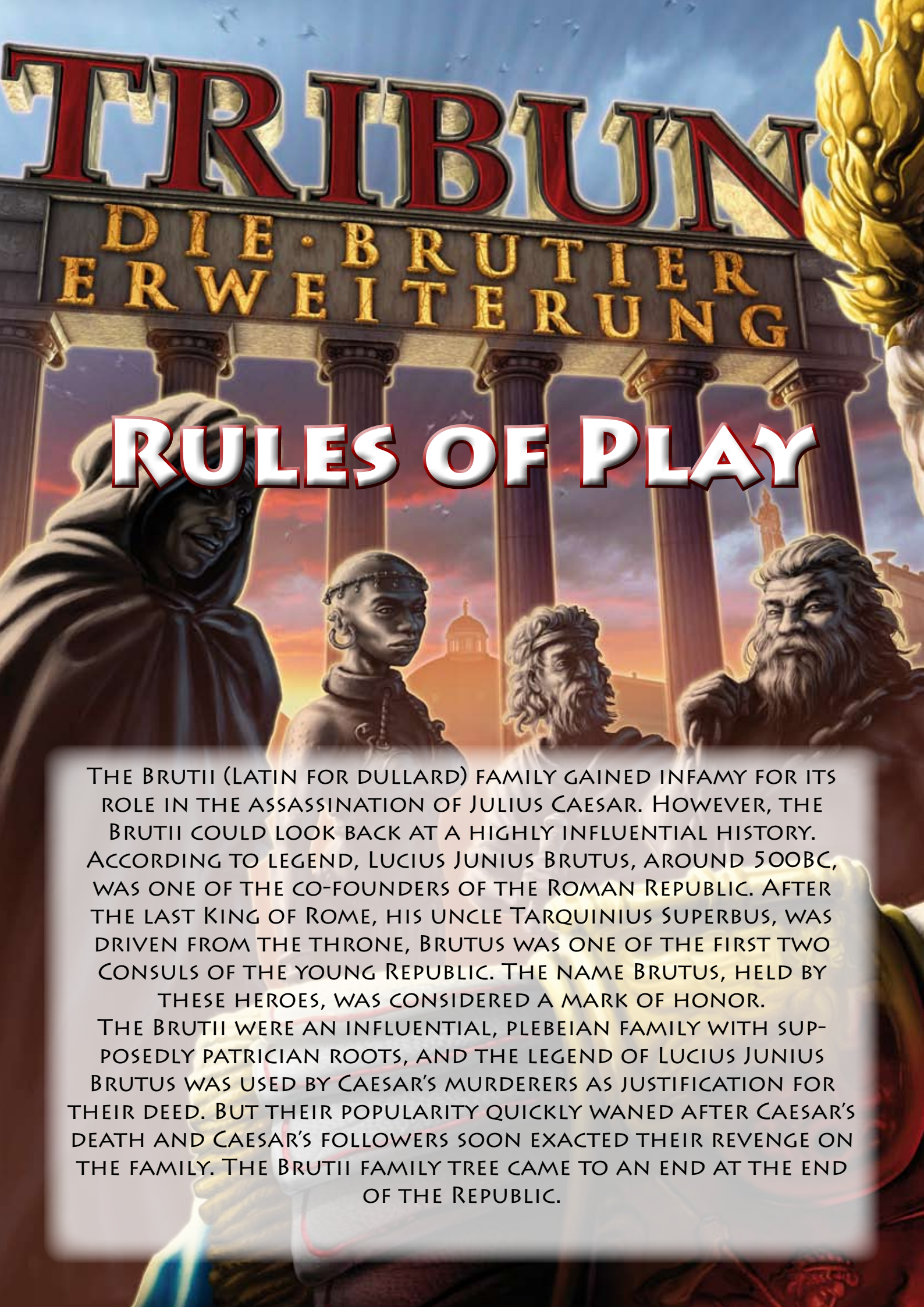




TRIBUN

DIE BRUTIER ERWEITERUNG

RULES OF PLAY

THE BRUTII (LATIN FOR DULLARD) FAMILY GAINED INFAMY FOR ITS ROLE IN THE ASSASSINATION OF JULIUS CAESAR. HOWEVER, THE BRUTII COULD LOOK BACK AT A HIGHLY INFLUENTIAL HISTORY. ACCORDING TO LEGEND, LUCIUS JUNIUS BRUTUS, AROUND 500BC, WAS ONE OF THE CO-FOUNDERS OF THE ROMAN REPUBLIC. AFTER THE LAST KING OF ROME, HIS UNCLE TARQUINIUS SUPERBUS, WAS DRIVEN FROM THE THRONE, BRUTUS WAS ONE OF THE FIRST TWO CONSULS OF THE YOUNG REPUBLIC. THE NAME BRUTUS, HELD BY THESE HEROES, WAS CONSIDERED A MARK OF HONOR.

THE BRUTII WERE AN INFLUENTIAL, PLEBEIAN FAMILY WITH SUPPOSEDLY PATRICIAN ROOTS, AND THE LEGEND OF LUCIUS JUNIUS BRUTUS WAS USED BY CAESAR'S MURDERERS AS JUSTIFICATION FOR THEIR DEED. BUT THEIR POPULARITY QUICKLY WANED AFTER CAESAR'S DEATH AND CAESAR'S FOLLOWERS SOON EXACTED THEIR REVENGE ON THE FAMILY. THE BRUTII FAMILY TREE CAME TO AN END AT THE END OF THE REPUBLIC.

NEW COMPONENTS



1 EXPANSION GAME BOARD

This board is laid next to the game board included with the base game.



1 BRUTII FAMILY SHEET

This sheet is only used with the Brutii variant. It represents the Brutii family, which is played differently than the other families.



12 ACTION CARDS FOR THE BRUTII PLAYER

These cards are part of the Brutii variant and are only used by the Brutii player.



6 EACH OF "QUID EST VERITAS?" AND "SIC TRANSIT GLORIA MUNDI" VICTORY CONDITION CARDS

New victory conditions that incorporate the new game elements.



5 EACH OF NUBIANS, GERMANIANS AND GREEKS SLAVE CARDS

New inhabitants of Rome, to be shuffled in with the base game's faction cards.



3 ASSASSINO CARDS

Cunning assassins, to be shuffled in with the base game's faction cards.



5 OFFICIAL TILES

These tiles are placed on the new game board, where they can be acquired during the game.



10 FAVOR OF THE EMPEROR TILES

These tiles are placed on the new game board, where this Favor can be claimed during the game.



6 PATRON TILES

Buying slaves their freedom is rewarded by receiving this tile. These tiles are placed on the new game board.



6 BRUTII ACTION DISCS

These discs are part of the Brutii variant and are set aside for the Brutii player.



ADDITIONAL DENARII

To ensure sufficient currency reserves, additional denarii are included in this expansion.



Stack the patron tiles on the Refugium.

Shuffle the Favor of the Emperor tiles and stack them, face-down, on the Basilica. Reveal the topmost tile.

Place the official tiles, face-up, onto the 5 spaces of the Capitoleum.

Place the chariot on the space set aside for it.

Place the legion tokens on the space set aside for them.

THE BRUTII GAME

This expansion offers several new game elements, such as slaves, assassins, officials, etc., but the most profound change is the introduction of the Brutii player.

The Brutii player also leads an ancient Roman family and competes for supremacy, but he uses very different methods. When the Brutii family is used, several additional rules come into effect – they are highlighted in dark red in these rules. We recommend playing without the Brutii family the first time this expansion is played, which allows these highlighted rules passages to be ignored for now. Once players are familiar with the new game elements, the Brutii family can be brought into the game.

The Brutii player counts as another opponent, who competes with the other players much like the other families do. He is subject to the same victory conditions, yet he has no followers. Instead, he has a choice of 12 action cards that he can use to his advantage. Exactly how the Brutii player affects the rules and how he plays the game can be found in the appropriate sections of the rules, highlighted in dark red.

The Brutii variant requires 5 or 6 players to take part; without it this expansion can accommodate from 2-5 players.

GAME SETUP

1. Lay out the base game materials as outlined in the base game rules.
2. Lay the expansion game board out alongside the base game board.
3. Stack the patron tiles on the Refugium (IX).
4. Shuffle the 10 Favor of the Emperor tiles and stack them, face-down, on the Basilica (X) on the expansion game board. Reveal the topmost tile.
5. Place the official tiles, face-up, onto the 5 spaces of the Capitoleum (XI) on the expansion game board.
6. Shuffle the 3 assassin cards as well as all 15 slave cards into the faction card pile from the base game (forming the draw pile).



7. Choose (or draw at random) a new victory condition card. Give each player 1 of these victory condition cards.

GAME WITHOUT BRUTII PLAYER:

Choose a start player in any manner.

Each player chooses a color, then receives:

- A number of followers depending on the number of players in the game:
 - 2-4 players = 6 followers
 - 5 players = 5 followers
- The family sheet of his chosen color
- 6 cards from the draw pile (keep 4, discard 2)
- Denarii depending on player position. The starting player receives 12 denarii, each other player receives 1 more denarius than the player to this right.

GAME WITH BRUTII PLAYER

One player chooses to lead the Brutii family. The starting player is the player to the left of the Brutii player.

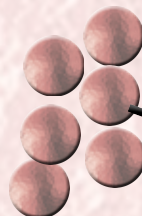
The Brutii player receives:

- The 6 action discs
- The 12 action cards
- The Brutii family sheet

Each other player chooses a color, then receives:

- A number of followers depending on the number of players (including the Brutii player) in the game:
 - 5 players = 6 followers
 - 6 players = 5 followers
 - The family sheet of his chosen color
- All players receive:**
- 6 cards from the draw pile (keep 4, discard 2)
 - Assign Denarii. The starting player receives 12 denarii, each other player receives 1 more denari than the player to his right.

GAME SETUP FOR THE BRUTII PLAYER



Shuffle the action discs and place them, face-down, next to the family sheet.



The Brutii player keeps the 12 action cards in hand, hidden from the other players. Each action card's effect is described on the Brutii family sheet.

THE OBJECT OF THE GAME

The object of the game is the same as in the base game: The winner is the first player to fulfill the required number of achievements at the end of a round, as shown on the victory condition card chosen at the beginning of the game. Should more than one player accomplish this, the player whose achievements have the higher total point value, wins.

CHANGED GAMEPLAY

The Brutii expansion is played in phases, just as in the base game. Overall, the phase sequence is identical to that of the base game except that after the "Faction Benefits" phase, a new phase is included: "Expansion Board Region Evaluation." During the individual phases, however, some special rules for the Brutii player exist; these are highlighted in dark red in this ruleset.

The starting player begins; the other players follow in clockwise order.

Phase 1: Card Placement

Phase 2: Placement of Followers

- regions (including new regions on the expansion game board)
- faction fields
- coin bowl

Phase 3: Base Game Board Region Evaluation

Phase 4: Faction Take-overs

Phase 5: Faction Benefits

Phase 6: Expansion Board Region Evaluation

Phase 7: Chariot Auction

Phase 8: Next Round Preparation

PHASE 1: CARD PLACEMENT

- Cards from the draw pile are placed on the game board as in the base game.
- No cards are placed on the expansion game board.

PHASE 2: PLACEMENT OF FOLLOWERS

- Followers may now also be placed on the expansion game board. Evaluation of regions on the expansion game board doesn't take place until Phase 6.
- Followers are placed as in the base game. Follower spaces may hold only one follower each.

Special rules for follower placement on the expansion game board:

Refugium: Each player may only occupy one of the follower spaces.

Basilica: The first player to place a follower here places it onto the space marked with a "1." The next player to place a follower here places it onto the space marked with a "2." Each player may only occupy one of the follower spaces.

Capitoleum: The first player to place a follower here places it onto the space marked with a "1." The next player to place a follower here places it onto the space marked with a "2," the third player places his follower on the "3" space. Each player may only occupy one of the follower.

- The player who owns the Princeps official tile may place 2 of his followers each turn until he runs out. His turn is then skipped until the end of the phase.



On the Brutii player's turn, he reveals one of his action discs. There are three possibilities:



The action disc shows a cross: The Brutii player may not play an action card.



The action disc shows a circular arrow: The Brutii player must choose an action card and place it, face-up, in front of himself.



The action disc shows a circular arrow as well as a follower: The Brutii player must choose an action card and place it, face-up, in front of himself. In addition, he must place the proconsul piece, if he has it. Of course, this can only occur if he controls the Patricians this round.

In all three cases, his turn is then usually over and play passes to the next player. The action cards whose effects are resolved immediately are exceptions to this rule. They include:

- Buy A Legion
- Slave Cards
- Mass Murder
- Veto

Each action card's effect is described on the Brutii family sheet.



Proconsul Special Case

It can occur that the Brutii player has the proconsul piece (via control of the Patricians). This gives him the opportunity to place a follower, just like the other players. He can choose to place it on a faction space, in a region on either the base game or the expansion game board, or on the coin bowl.

PHASE 3: BASE GAME BOARD REGION EVALUATION

- The regions of the base game board are resolved as in the base game.
- Only pairs of faction cards may be discarded at the Field of Mars. Assassin cards or slave cards may not be discarded there.
- If an assassin card or slave card is located at the Pantheon, then the corresponding card type must be sacrificed as well. With slaves, however, the nationality is irrelevant.

Forum Romanum: The Brutii player played the “Cards” action card. If he chooses option 1, he receives, free of charge, all cards in the Forum that no other player bought.



Latrine: The Brutii player played the “Denarii” action card. If the Latrine is unoccupied, he receives denarii equal to the card’s value. If the Latrine is occupied by another player, who chooses to buy the card, the Brutii player receives the denarii from that player instead. If the occupying player chooses to take denarii, the Brutii player receives nothing.



Curia: The Brutii player played the “Cards” action card. If he chooses option 1, then he receives, free of charge, all cards in the Curia that no other player chose to discard for. If he chooses option 2, he receives all cards that the other players chose to discard at the Curia instead.



Catacombs: The Brutii player played the “Cards” action card. If he chooses option 2, he receives, free of charge, all cards from the Catacombs that no other player chose to buy.



Pantheon: The Brutii player played the “Eternal Favor of the Gods” action card. If, in this round, another player placed a follower on the Pantheon, then the Brutii player can also claim an Eternal Favor of the Gods tile, provided he can sacrifice an appropriate card. Unlike the other player, the Brutii player may not look at the card on the Pantheon card field ahead of time.



Field of Mars: The Brutii player played the “Wreaths” action card. He can discard as many card pairs as the Field of Mars has unoccupied follower spaces. Pairs must be made up of cards of the same faction. For each discarded card pair, he receives one wreath. He also receives the additional laurel if he discarded the card pair with the highest total sum.



Coin Bowl: The Brutii player played the “Denarii” action card. He receives 1 denari from the stock for each follower placed on the coin bowl.



PHASE 4: FACTION TAKE-OVERS

- Faction take-overs are carried out as in the base game.

ASSASSIN (ASSASSINO)

During the take-overs, assassin cards can be played. The following rules apply:

- Each assassin card, when played, removes the highest-value card from the set of faction cards currently displayed

on the table for the faction currently being taken over.

- Only the player currently attempting a take-over may play an assassin card, and only if he can actually play a card set and take the faction over.
- More than one assassin card can be played. Each assassin card played removes a faction card.
- Assassin cards, once played, are added to the discard pile.
- The two lowest cards in a faction card set may not be assassinated.

ASSASSIN EXAMPLE

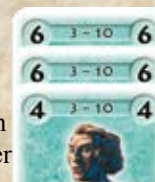
Christoph controls the Senators. Markus placed a follower on the second follower space and plays a card set. He fulfills the requirements for taking over the Senators.

CHRISTOPH



Julia, who placed a follower on the first follower space, would like to take over the Senators but her card set is not strong enough to beat Markus'. However, she can play an assassin while playing her Senators set, removing the highest card in Markus' set. Now, Julia's set is stronger than Markus' and she successfully takes the faction over. Having an assassin card of his own would have been no use to Markus against Julia, since she played her cards after him.

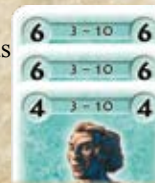
JULIA



MARKUS



JULIA



MARKUS



Note: Assassin cards may also be placed face-down in the Pantheon. To claim Eternal Favor of the Gods in this event, 1 assassin card must also be sacrificed. Assassin cards may not be discarded as a card pair in the Field of Mars.

Assassin cards have a value of 0. If they are added to the Curia, then no additional cards are added to that card field, even if the field's sum of card values is less than 5.

The Brutii player can only take factions over when he played the “Faction Take-Over” action card. He then has 2 options, one of which he must choose at the start of Phase 4.

1. The Brutii player can take over all factions where no other players placed followers on the follower spaces.
2. The Brutii player can try to take over all factions where only one player placed a follower on a follower space. In this case he acts as if he had placed followers on the second follower spaces (see base game rules).

In both cases, the Brutii player must of course meet all usual requirements for faction take-over.

PHASE 5: FACTION BENEFITS

- Faction benefits are received as in the base game.
- The player who owns the Tribunus Plebis official tile can use any 2 factions of his choice to claim a tribune tile. He must currently control at least 2 factions and own a scroll. He must use both factions to claim the tile – that is, he may not receive those factions’ regular benefits.



PHASE 6: EXPANSION GAME BOARD REGION EVALUATION REFUGIUM

Players discard slave cards and have 2 options:

- If the player wants to receive a patron tile, he must discard 3 slave cards of his choice. If one of the slave cards is a Nubian, then only 2 slave cards are required. **The value of the slave cards must be paid in denarii.**
- If the player wants to receive the slave cards’ benefits, he must discard matching pairs of slave cards. He receives 3 wreaths for discarding 2 Greeks or 1 legion for discarding 2 Germanians. Pairs of Nubians may not be discarded in this manner. Players may discard more than one card pair at a time. **No payment is required.**



Note: Slave cards may also be placed face-down in the Pantheon. To claim Eternal Favor of the Gods in this event, 1 slave card of any type must be sacrificed. Slave cards may not be discarded as a card pair in the Field of Mars.

BASILICA

The player must fulfill the requirements shown on the face-up Favor of the Emperor tile. He then receives this tile. The player who placed a follower on follower space 1 has the first chance to fulfill the necessary requirements. If he is not able to, then the player who filled follower space 2 has a chance as well. Only the face-up tile can be claimed.

Explanation Of The Requirements:

- If a 12-value denarii with an arrow is shown, then this amount of denarii must be **paid to the stock**.
- If a prerequisite is indicated (e.g. “the most legions” or “scroll”), then the player must prove he meets it. **However, he keeps his items.** Being tied with another player for a prerequisite where “the most” is required is sufficient to meet the prerequisite.

The steps symbol indicates that the player must have the most of whatever item is shown above it.



Amount of denarii that must be paid.

The player who owns the Matrona official tile has 2 Favor of the Emperor tiles of his own. He can choose to fulfill the requirements for one of these tiles instead of the one lying face-up in the Basilica. To do so, however, he must have placed a follower in the Basilica. He may then add the claimed tile to his completed achievements. He may do this even if another player has already claimed the face-up Basilica tile.



Each tile has 2 requirements that must be fulfilled in order to claim the tile.

The requirements are:

- own Favor of the Gods (Eternal or temporary)
- own a scroll
- own a patron tile
- own the most faction markers
- own the most wreaths
- own the most legions
- own the most denarii
- pay 12 denarii



CAPITOLEUM

All players who placed a follower onto this region may choose an official tile.

- The player on follower space 1 gets to choose to first. He takes one of the 5 official tiles and gets to make use of its benefit in the next round.
- It makes no difference if he takes the tile from the Capitoleum itself or from another player who owned that tile in the previous round.
- The player on follower space 2 then gets to choose one of the remaining official tiles, followed by the player on follower space 3.
- No player may choose an official tile that another player has already chosen this round.
- Each player may only ever own 1 official tile. If a player who already owns an official tile chooses a new one, then he must return the old one. A player may naturally choose an official tile he already owns, thus ensuring this official's benefit again for the next round.
- If a previously-chosen official tile is not chosen in the current round, then it remains in the possession of the player who chose it in the previous round.



AUGUR

The Augur draws 3 cards from the draw pile during Phase 8 (Next Round Preparation). He may keep two of them, discarding one to the discard pile.



QUAESTOR

During Phase 8 (Next Round Preparation) the Quaestor receives denarii from the other players, depending on the number of players:

- 1 opponent = 4 denarii
- 2 opponents = 3 denarii per player
- 3 opponents = 2 denarii per player
- 4 opponents = 1 denarii per player
- 5 opponents = 1 denarius per player

Additionally, the player receives 3 denarii from the stock. If an opponent cannot pay his share, then the Quaestor receives the shortfall from the stock instead.



MATRONA

The Matrona receives 2 Favor of the Emperor tiles during Phase 8 (Next Round Preparation). During resolution of the Basilica (Phase 6), the Matrona can choose to fulfill the requirements for one of these tiles instead. To do so, however, he must have placed a follower in the Basilica. He may do this even if another player has already claimed the face-up Basilica tile.

The Brutii player can only use the Matrona if he played the "Favor of the Emperor" action card.



PRINCEPS

The Princeps always places 2 followers in Phase 2 (Placement of Followers), provided he still has followers left to place.



TRIBUNUS PLEBIS

The Tribunus Plebis gives the player the opportunity to use 2 factions of his choice to claim a tribune tile. He must currently control at least 2 factions and own a scroll.

He must use both factions to claim the tile – that is, he may not receive those factions' regular benefits.

The Brutii player and the expansion game board

Refugium: The Brutii player can act like any other player who placed a follower in this region, provided that he played the "Patron" action card.

Basilica: The Brutii player can try to fulfill the Favor of the Emperor requirements, provided that he played the "Favor of the Emperor" action card and that no other player claims the face-up tile ahead of him.

Capitoleum: The Brutii player can choose an official tile that no other player chose this round, including one that a player owns from a previous round, provided that he played the "Official" action card.

PHASE 7: CHARIOT AUCTION

- The auction is carried out as in the base game.

The Brutii player receives the denarii paid by the player who won the auction, **provided that he played the "Denarii" action card**. In this case, the Brutii player may not take part in the auction. In the event of a tie, where no player receives the chariot, the Brutii player receives no denarii.

PHASE 8: NEXT ROUND PREPARATION

- Reveal a new Favor of the Emperor tile. If the previous tile was not claimed, place it at the bottom of the pile.
- The Matrona receives 2 Favor of the Emperor tiles. He receives the 2 tiles immediately beneath the newly-revealed tile. Discard any unclaimed tiles from the previous round, adding them to the bottom of the pile, even if the owner of the Matrona is unchanged.
- The Augur receives 3 cards from the draw pile. He keeps 2 and places 1 on the discard pile.
- The Quaestor receives dinarii from each other player, the amount of which varies with the number of players. Additionally, he receives 3 denarii from the stock. If an opponent cannot pay his share, then the Quaestor receives the shortfall from the stock instead.

The Brutii player takes all action cards back into his hand. He also turns all action discs face-down again and shuffles them up.

NEW VICTORY CONDITIONS

There are 2 different victory condition cards included with the Brutii Expansion. Both include 2 new achievements: Favor of the Emperor and the patron. These are obtained via the new regions on the expansion game board, which are explained in more detail in Phase 6.

Number of achievements required

Number of players

Number of faction markers

Favor of the Emperor

Patron

The hourglass suggests the approximate length of the game

Number of players with Brutii player

Tribune

Favor of the Gods

Number of Legions

Number of Wreaths

No new point-value card is included. Instead, we have indicated the appropriate point values for the various achievements on the side of this page. Point values are needed when 2 or more players are tied at the end of the game. The player with the highest total wins the game. Point values can also be counted to determine each player’s final position. Additionally, it is possible to play the point-value variant. In this case, the game ends at the end of the round in which one player has collected (or exceeded) a certain number of faction markers, which varies with the number of players.

POINT SCORING

Achievement	Point Value
Tribune	7
Scroll	3
Eternal Favor of the Gods Tile	5
Temporary Favor o the Gods Tile	3
Each Legion	2
Each Wreath	1
Patron	5
Favor of the Emperor	5
Each Faction Marker	1
Every 10 Denarii	1

Game End With Point-Value Variant

2 players	7 Faction Markers
3 players	6 Faction Markers
4 players	6 Faction Markers
5 players	5 Faction Markers
6 players	5 Faction Markers

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