



TRIBUNE

EXPANSION

RULES OF PLAY

INTRODUCTION

Welcome to the *Tribune Expansion*. Within this game you will find a wealth of new options to expand your *Tribune* experience. Foremost amongst these is the new role of the Brutii player – representing an old and powerful house of Rome, who were resourceful, ruthless, and devious in equal measure. However, this expansion also includes a new, expanded game board with unique locations, slaves, assassins, and victory conditions. The new components and mechanics are easily incorporated into the *Tribune* base game, and rules for including them are included in the following pages. Using the Brutii family is optional, and introduces an additional layer of challenge and complexity to the game. Rules for the Brutii player can be found under “The Brutii Variant” on page 7.

NEW COMPONENTS



1 EXPANSION GAME BOARD

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



1 BRUTII FAMILY SHEET

This sheet is only used with the Brutii variant of *Tribune*. It represents the Brutii family, which is played differently from the other families.



12 BRUTII PLAYER ACTION CARDS

These cards represent certain player actions available to the Brutii player when playing the Brutii variant of the game.



6 “QUID EST VERITAS?” AND 6 “SIC TRANSIT GLORIA MUNDI” VICTORY CONDITION CARDS

New victory conditions that incorporate the new game elements.



5 NUBIAN, 5 GERMANIAN, AND 5 GREEK SLAVE CARDS

New inhabitants of Rome that are combined with the base game’s faction cards.



3 ASSASSINO CARDS

Cunning assassins that are combined 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 they can be claimed during the game.



6 PATRON TILES

These tiles are granted for freeing slaves. 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.



23 ADDITIONAL DENARII

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

THE OBJECT OF THE GAME

The object of this expansion 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 the tie.

GAME SETUP

This section describes how to set up the game when combining the base game with the *Tribune Expansion*.

1. Lay out the base game materials as outlined in the base game’s 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, facedown, on the Basilica (X) on the expansion game board. Reveal the topmost tile.
5. Place the official tiles, faceup, on the five spaces of the Capitoleum (XI) on the expansion game board.
6. Shuffle the three assassin cards and 15 slave cards into the faction card pile from base game (forming the draw pile).
7. Choose (or randomly draw) a new victory condition card. Give each player one copy of the victory condition card.

DIAGRAM OF EXPANSION BOARD SETUP



Stack the patron tiles on the Refugium.

Shuffle the "Favor of the Emperor" tiles and stack them, facedown, on the Basilica. Reveal the topmost tile.

Place the official tiles, faceup, on the five 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.

8. Randomly select one player who will take his turn first. This player is the first player.

Next, each player chooses a color, then receives:

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

CHANGES TO 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, "Expansion Board Region Evaluation" is included. During the individual phases, however, there are some special rules for the Brutii player. These can be found under "The Brutii Variant" on page 7.

The first player begins the game; play proceeding clockwise around the table to each player in turn. Each phase is resolved by any players participating in it before all players proceed to the next phase.

Phase 1: Card Placement

Phase 2: Placement of Followers

- regions (including the expansion's regions)
- 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 in the same manner as in the base game.
- No cards are placed on the expansion game board.

PHASE 2: PLACEMENT OF FOLLOWERS

- Followers may be placed on the expansion game board as well as the main game board.
- Followers are placed in the same manner as in the base game. Each follower space may only hold one follower. Certain spaces on the expansion board have special rules governing follower placement:

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 Princes official tile (see “Capitoleum” on page 5) may place two of his followers each turn until he runs out. His turn is then skipped until the end of the phase.



PHASE 3: BASE GAME BOARD REGION EVALUATION

- The regions of the base game board are resolved as described in the base game rulebook.
- 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.

PHASE 4: FACTION TAKE-OVERS

Faction takeovers are carried out following the rules 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 takeover can play an assassin card. Furthermore, he can only do so 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.

Note: Assassin cards may also be placed facedown 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.



ASSASSIN EXAMPLE

CHRISTOPH

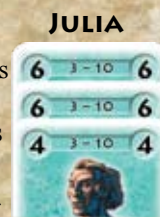
Christoph controls the Senators. Markus placed a follower on the second follower space and plays a card set. He fulfills the requirements for taking over the Senators. Christoph’s Senator cards are then removed from the play area.



JULIA

MARKUS

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. Even if Markus had his own assassin card, it would have been useless against Julia, because she played her cards after him.



PHASE 5: FACTION BENEFITS

Faction benefits are received in the same manner as in the base game.

The player who owns the Tribunus Plebis official tile can use any two factions of his choice to claim a tribune tile. He must currently control at least two factions and own one scroll. He must use both factions to claim the tile – meaning, he will not receive those factions’ regular benefits.

PHASE 6: EXPANSION GAME BOARD REGION EVALUATION

The regions on the expansion board are evaluated in the following manner:

IX. REFUGIUM

At the Refugium, players may discard slave cards to gain access to one of the following two options:

- If the player wants to receive a patron tile, he must discard three slave cards of his choice. If one of the slave cards is a Nubian, then only two slave cards are required. **The player must also discard denarii equal to the cards’ value.**
- If the player wants to receive the slave cards’ benefits, he must discard matching pairs of slave cards. He receives three laurels for discarding two Greeks or one legion for

discarding two 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 facedown in the Pantheon. To claim Eternal Favor of the Gods in this event, one slave card of any type must be sacrificed. Slave cards may not be discarded as a card pair in the Field of Mars.



X. BASILICA

The Basilica space has several “Favor of the Emperor” tiles. These tiles may be claimed in order to fulfill victory conditions. Each tile has 2 requirements that must be fulfilled in order to claim the tile. The player must fulfill the requirements shown on the faceup “Favor of the Emperor” 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 laurels
- own the most legions
- own the most denarii
- pay 12 denarii

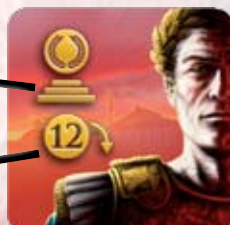
If he player fulfills the requirements on the tile, he then receives the tile. The player who placed a follower on follower space 1 has the first chance to fulfill the necessary requirements. If he is not able to do so, then the player whose follower occupies follower space 2 has a chance as well. Only the faceup tile can be claimed. After the faceup tile has been claimed, the following tile remains facedown until the next turn’s Phase 1.

Explanation Of The Requirements:

- If a denarii symbol with an arrow is shown, then the amount of denarii indicated 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 to the stock.



When a player gains the Matrona tile (see the Capitoleum, below), he will gain two “Favor of the Emperor” tiles as well. These tiles do not count as part of his achievements. However, if he has a follower at the Basilica, he can choose to fulfill the requirements for one of these tiles instead of the faceup Basilica tile. He can also choose to fulfill the requirements for one of his tiles even if another player has already claimed the faceup Basilica tile. If he is successful in fulfilling the requirements, he may then add the claimed tile to his completed achievements.



XI. CAPITOLEUM

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

- The player on follower space 1 gets to choose first. He takes one of the five 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 or from another player who claimed 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 possess one 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 he retains this official’s benefits during 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.

The five official tiles are the Princesps, Matrona, Augur, Quaestor, and Tribunus Plebis. The ability of each tile is described below, as well as in the phase they affect.

AUGUR

The Augur draws three 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 player controlling 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 three denarii from the stock. If an opponent cannot pay his share, then the Quaestor receives the shortfall from the stock instead.

MATRONA

The player with the Matrona receives two “Favor of the Emperor” tiles from beneath the tile currently faceup in the Basilica during Phase 8 (Next Round Preparation). During resolution of the Basilica (Phase 6), the player with 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 faceup Basilica tile.



PRINCEPS

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



TRIBUNUS PLEBIS

The Tribunus Plebis gives the player the opportunity to use two factions of his choice to claim a Tribune tile. He must currently control at least two 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 7: CHARIOT AUCTION

The chariot auction takes place following the rules in the base game. When not in use, the chariot should occupy its space on the expansion board.

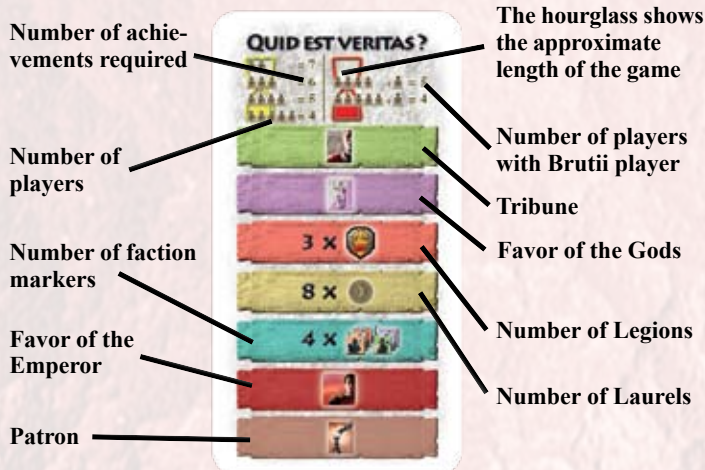
PHASE 8: NEXT ROUND PREPARATION

- Reveal one new “Favor of the Emperor” tile. If the previous tile was not claimed, place it at the bottom of the pile.
- The Matrona receives two “Favor of the Emperor” tiles. He receives the two 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 three cards from the draw pile. He keeps two and places one on the discard pile.
- The Quaestor receives denarii from each other player, the amount of which varies with the number of players. Additionally, he receives three denarii from the stock. If an opponent cannot pay his share, then the Quaestor receives the shortfall from the stock instead.



NEW VICTORY CONDITIONS

The winner is determined in the same manner as in the base game. However, there are two different victory condition cards included with the Brutii Expansion. Both include two new achievements: accumulating “Favor of the Emperor” and patron tiles. These are obtained via the new regions on the expansion game board, which are explained in more detail on pages 4 and 5.



The appropriate point values for the various achievements are listed on the chart found on this page. Point values are needed when two 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 of the Gods” Tile	3
Each Legion	2
Each Laurel	1
Patron	5
“Favor of the Emperor” Tile	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

VARIANT RULES: THE BRUTII GAME

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

Like the players in the base game, 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 detailed on the next two pages. It is recommended to play without the Brutii family the first time this expansion is played. Once players are familiar with the new game elements, the Brutii family can be added.

The Brutii player counts as another opponent, who competes with the other players. He is subject to the same victory conditions as the other players, but has no followers. Instead, he has a choice of 12 action cards he can use to his advantage. The following rules cover how to play the expansion while including the Brutii player. These rules are in addition to the rules included earlier in this book.

The Brutii variant requires 5 or 6 players to play.

GAME SETUP WITH THE BRUTII PLAYER

During game setup (see page 2), one player chooses to play as the Brutii family. If more than one player wants to take the Brutii role, then randomly select who will become the Brutii player. Instead of randomly selecting the first player, the first player is the player to the left of the Brutii player.

The Brutii player receives:

- 6 action discs
- 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

The remainder of setup follows the rules on page 2. Each player (including the Brutii player) draws six cards from the draw pile, keeping four and discarding two. Denarii are distributed depending on player position. The first player receives 12 denarii, with each other player receiving one more denarius than the player to his right.

THE BRUTII TURN

The actions the Brutii player may take are determined by his action disks. The Brutii player keeps all six of his action disks facedown in front of him. During Phase 2, at the beginning of each of the Brutii player's turns, he reveals one of his disks. There are three possible results:

Cross: The Brutii player may not play an action card.



Circular arrow: The Brutii player must choose one action card and place it, faceup, in front of himself.



Circular arrow and follower: The Brutii player must choose one action card and place it, faceup, in front of himself. In addition, he must place the proconsul piece, if he has it. The second half of this action may only occur if he controls the Patricians this round.



In all three cases, the Brutii player places the revealed disk to one side of his play area, faceup. He may not draw that disk again for remainder of the phase. The Brutii player also places the card he revealed faceup in front of him, to show it has been played. Unless it is resolved immediately, the card will remain faceup until the phase in which the card is supposed to be resolved. If the card is resolved immediately, the Brutii player should resolve the card's effects, then set it to one side. He may not play that card again during this phase. Action cards that are played immediately are:

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

The player's turn then ends and play passes to the next player. Each action card's effect is described on the Brutii family sheet.

Proconsul Special Case

If the Brutii player gains the proconsul piece, he is able to place it as a follower, following the rules governing the placement of followers and the proconsul rules found in the base game. 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, where he will gain the standard benefit for having a follower in those locations as detailed in the base game.

ACTIONS AND LOCATIONS FOR THE BRUTII PLAYER

The actions the Brutii player may take are dependent on the action cards he selects. Certain action cards allow the Brutii player to take actions on certain board locations. During each game phase, the Brutii player should consult the action cards he selected during Phase 2. Each card may have affects at multiple locations – whenever a location

GAME SETUP FOR THE BRUTII PLAYER



Shuffle the action discs and place them, facedown, 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.



relating to one of the Brutii player's selected action cards is activated, he should follow the instructions pertaining to that card found on his family's sheet.



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 "Laurels" 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 laurel. He also receives the bonus 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 denarius from the stock for each follower placed on the coin bowl.



Refugium: The Brutii player played the "Patron" action card. 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 faceup 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.

FACTION TAKEOVERS

The Brutii player can only take over factions by playing the "Faction Takeover" action card. He then has two options, one of which he must choose at the start of Phase 4.

1. The Brutii player can try to take over all factions where no other players placed followers on that faction's follower spaces.
2. The Brutii player can try to take over all factions where only one player placed a follower on that faction's 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 meet all usual requirements for a faction takeover (see the base game rules).

CHARIOT AUCTION

The Brutii player may choose to bid on the chariot. However, he may choose to opt out of the bid. If he does so, he receives the denarii paid by the player who won the auction, provided that he played the "Denarii" action card. In the event of a tie, where no player receives the chariot, the Brutii player receives no denarii.

PREPARING FOR THE NEXT ROUND

During Phase 8, the Brutii player takes all of his action cards back into his hand. He then flips all the action discs facedown and shuffles them, keeping them in front of him. The Brutii player participates in any other appropriate turn preparation actions as outlined in the base game and the expansion, with one exception (listed below).

Note: The Brutii player can only use the Matrona to gain two "Favor of the Emperor" tokens if he played the "Favor of the Emperor" action card during this turn.

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