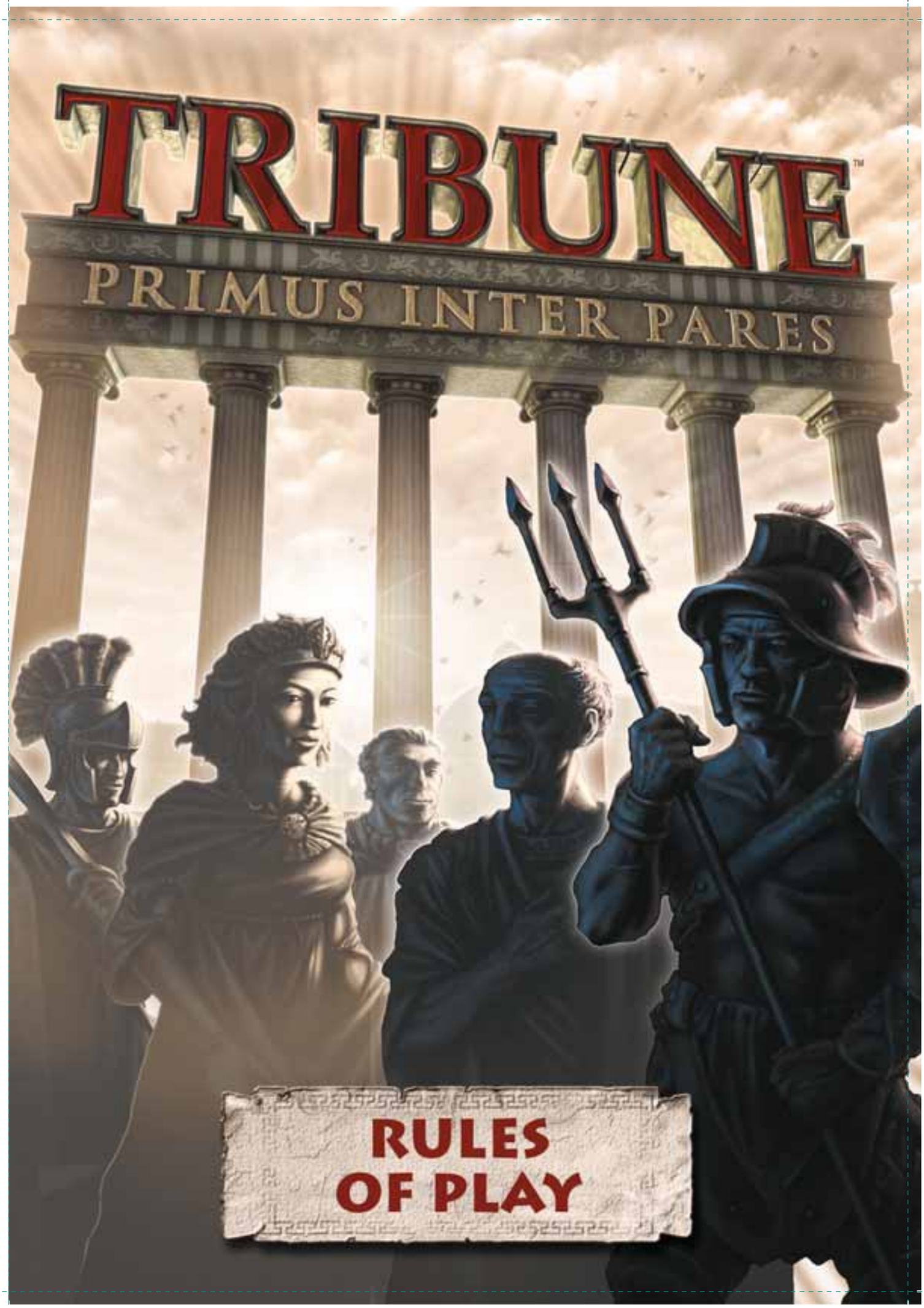

TRIBUNE™
PRIMUS INTER PARES
RULES
OF PLAY

Tribune Rulebook

Primus inter pares

A Game by Karl-Heinz Schmiel

Welcome to the most complex metropolis of the ancient world: Rome. More than 2,000 years ago, Rome was a town full of vibrant life whose myriad inhabitants – although they could not have been more different – had one important thing in common: they were all Romans.

In *Tribune*, the players belong to the large and ambitious patrician families of Rome and thirst for power. By exerting their influence over the city's various town factions, they seek one of the highest offices of the Republic, that of tribune.

Will you win over the legions, be crowned with laurel wreaths, incur the favor of the gods, and be made tribune? Make ready, and send your followers into the streets of Rome to win influential allies. The time has come to write history!

Contents



1 Game Board

The game board is divided into two main areas. The area on top comprises the faction fields of Rome's seven factions. The bottom shows the city of Rome, and is further divided into eight regions, which are each marked with Roman numerals.



100 Faction Cards

These are the playing cards of the game. For the remainder of this rulebook, they are simply called "cards." A breakdown of the elements on faction cards appears on page 5.



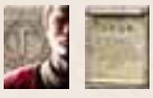
26 Victory Condition Cards

There are six types of victory condition cards, each of which lists sets of individual objectives that can be chosen for a given game of *Tribune*. A breakdown of the elements on victory condition cards appears on page 4.



10 Reference Cards (5 Overview, 5 Scoring)

Overview cards summarize how individual victory conditions are met. Score cards list points values for various achievements.



6 Tribune/Scroll Tiles

These two-sided tiles show a player's political success. Only five are needed to play *Tribune*; the extra is a replacement.



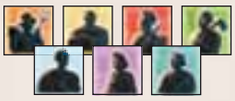
6 Eternal Favor of the Gods Tiles

These tiles indicate that a player has the eternal favor of the gods. Only five are needed to play *Tribune*; the extra is a replacement.



2 Temporary Favor of the Gods Tiles

These tiles indicate that a player has the temporary favor of the gods. Only one is needed to play *Tribune*; the extra is a replacement.



42 Faction Markers (6 per faction)

These markers show the seven factions of Rome. Only five per faction are needed to play *Tribune;* the rest are replacements.



60 Denarii (various values)

These markers are currency in Rome and come in denominations of 1, 5, and 10 denarii.



30 Legion Tokens

These markers show the military support a player has earned.



40 Laurel Tokens (various values)

These markers represent the honor and fame a player has earned. They come in values of 1 and 5 laurels.



5 Family Sheets

Each player's family sheet summarizes common rules, and provides spaces for the player to place the markers and tiles he earns. A breakdown of the elements on a family sheet appears on page 4.



30 Followers (6 per color)

Each player's followers are used to find helpful allies throughout Rome.



1 Proconsul Piece

This piece is neutral at the beginning of the game, but becomes one player's ally when that player takes control of the Patrician faction.



1 Starting Player Coin

The starting player takes this wooden coin at the beginning of each game round.



2 Chariots

The chariot is used to block the take-over of a faction for a game round. Only one is needed to play *Tribune*; the extra is a replacement.

Game Setup

1. Lay out the game board as shown in the diagram below.
   - Sort the faction markers by type and place them on the corresponding areas of the faction fields.
   - Place one laurel wreath in the laurel area of each faction field.
   - Place the rest of the laurel wreaths on the Field of Mars area.
   - Place the legion tokens, denarii, scroll/tribune tiles, eternal favor of the gods tiles, temporary favor of the gods tile, chariot, and proconsul piece next to the game board. These are collectively the "stock."
2. Each player chooses a color, then takes a number of followers of that color depending on the number of players in the game. Return the remainder of the followers to the box; they will not be used.

2–3 players	6 followers
4 players	5 followers
5 players	4 followers

3. Each player takes the family sheet of his chosen color.
4. Each player takes one overview card and one scoring card.
5. Shuffle the faction cards and deal six to each player. Each player immediately chooses and discards two of the six, facedown. Once all players have done so, shuffle the discards back into the deck and place it facedown near the game board to form the draw pile.
6. Choose or randomly select a victory condition card, *making sure to use one compatible with the number of players in the game*. Each player takes a copy of that card and places it next to his family sheet. If "Alea Iacta Est" is chosen, the players must choose between a long game (red hourglass) and short game (green hourglass). The remaining victory condition cards are returned to the box; they will not be used.
7. Randomly select a starting player, who takes the starting player coin.
8. The starting player takes 12 denarii from the stock as his starting money, the player to his left takes 13, the next player takes 14, and so on, until each player has taken starting money.

Game Setup Diagram



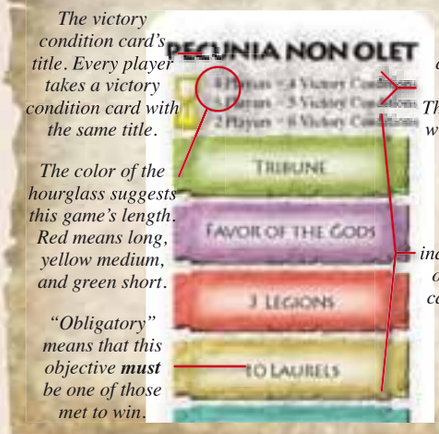
The Object of the Game

The victory condition card chosen during setup defines the individual objectives the players must pursue to win. Depending on which card is chosen, however, and how many players are participating, the number of individual objectives that must be achieved to win (of those listed on the card) varies. Some objectives are obligatory. Obligatory objectives must be among those a player achieves in order to win.

The diagram to the right breaks down a victory condition card's elements and describes each.

Note that four of the sets of victory condition cards are for two- to four-player games, while two sets are for five-player games. *Tribune* can also be played with a point-value variant (see page 13) which does not require a victory condition card; the scoring cards are all that is needed for that game.

Victory Condition Card Breakdown



The victory condition card's title. Every player takes a victory condition card with the same title.

The color of the hourglass suggests this game's length. Red means long, yellow medium, and green short.

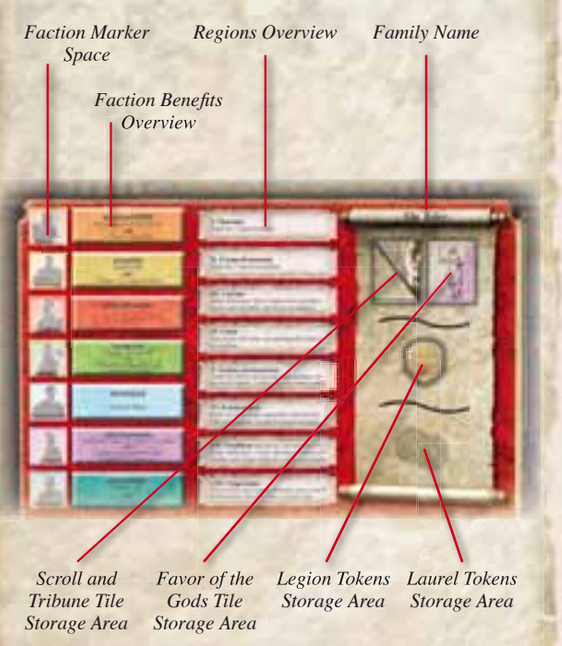
*"Obligatory" means that this objective **must** be one of those met to win.*

The quantity of objectives a player must meet to win. This value varies with the number of players.

The various individual victory objectives that can be pursued.

Family Sheet Breakdown

Every player takes the family sheet whose background color matches his followers. Each family sheet gives an overview of the different regions' functions, the different factions' benefits, and has spaces where players can place the tokens and markers they acquire.



What is a Tribune?

In the Roman Empire, "tribune" was the name given to a variety of similar offices with diverse functions and responsibilities.

*A **people's tribune** was a representative elected from among the plebeians, who acted as champion of the masses. He was supposed to combat injustice, and the tyranny of the patrician aristocracy.*

*An **aerar tribune** was a plebeian official in charge of payments to Roman troops. As this office gained importance, it came to constitute a social class of its own. An aerar tribune could also be called to court as a juror.*

*A **military tribune** was a high-ranking officer in the Roman army, generally nominated by the consuls. Each legion had six military tribunes, who shared the supreme command in turn, rotating every two months. Later, military tribunes were also elected by the people. The importance of this office varied at different times, and it could be held by patricians or by plebeians.*

Card Placement Example



History Unsatisfactory?

It will be obvious to those who know a lot about the history of the Roman Empire that not all of the facts, people, and descriptions in this game fit into the same chronology. In designing Tribune*, liberties have been taken to facilitate play and create a better atmosphere, but also, many terms used in the game underwent considerable change during the course of Roman history and cannot be documented with absolute accuracy even today.* Tribune *does not aspire to absolute authenticity, but with any luck, it will spark your interest in learning more about Roman history!*

Faction Card Breakdown



Card Value (printed twice)

Range of Card Values within this Faction

Faction Illustration

Faction Name

Faction Take-over Benefit

Follower Spaces on Faction Fields



Follower Space 1

Follower Space 2

The seven fields across the top of the board represent the different factions that the players will try to gain control over throughout the course of the game.

Regions, Follower Spaces, & Fields



A Region (composed in this case of three card fields and two follower spaces)

A Follower Space

A Card Field

The eight regions of the board are marked with Roman numerals. The term "region" explicitly includes all of the card fields and all of the spaces associated with the numbered group.

How to Play

Tribune is played in rounds of six phases each:

- Phase 1: Card Placement
- Phase 2: Placement of Followers
  - » Regions
  - » Faction Fields
  - » Coin Bowl
- Phase 3: Region Evaluation
- Phase 4: Faction Take-overs
- Phase 5: Faction Benefits
- Phase 6: Chariot Auction

The order in which players act is only significant in Phase 2, during which play begins with the player who has the starting player coin and proceeds clockwise around the table.

When all six phases are complete, the starting player coin is passed to the next clockwise player, and a new round begins. Rounds continue until a player fulfills the game's victory conditions.

Phase 1: Card Placement

In Phase 1: Card Placement, cards from the draw pile are placed on the game board in the rectangular, marble-textured card fields according to the region-specific rules below. The "Card Placement Example" diagram on the previous page also illustrates the correct placement.

Cards should be placed on the game board in region order, as listed below. As a general rule, all cards are placed faceup in the lighter card fields, and facedown in the darker card fields.

I. **Thermae:** Place one card faceup on each card field.

II. **Forum Romanum:** Place one card faceup on each card field.

III. **Latrine:** Place one card facedown.

IV. **Curia:** For each of the three card fields, place cards faceup, one at a time, until that field's sum of card values totals 5 or more, or until a leader is placed after which no additional cards are placed in that particular field.

V. **Atrium Auctionorum:** Place one card facedown on each of the three card fields.

VI. **Catacombs:** Place five cards facedown in a pile.

VII. **Pantheon:** Place one card facedown.

VIII. **Field of Mars:** No cards are placed.

If the draw pile is depleted during Card Placement, the discard pile is immediately shuffled to form a new draw pile.

Cesura Magna

If a situation ever arises where there are no cards in either the draw pile or the discard pile, a "cesura magna" is triggered. This happens most often during Card Placement, but can also occur at other times.

To resolve a cesura magna, each player with more than seven cards in his hand must immediately choose and discard cards from his hand until he has only seven. Additionally, a player controlling a faction with a displayed set of four or more cards must discard the two lowest-value cards among them, and a player controlling a faction with a displayed three-card set must discard the lowest-value card of the three. (A player controlling a faction with a two-card set does not discard either of them.)

Phase 2: Placement of Followers

In Phase 2: Placement of Followers, beginning with the starting player and continuing clockwise around the table, players take turns placing one follower at a time on the game board. This continues until each player has placed all of his followers.

When placing a follower, a player can place it on a follower space in a region, a follower space on a faction field, or the coin bowl in the upper left-hand corner of the game board. Note that the follower spaces associated with regions and faction fields may hold only one follower each. That is, a follower space that already contains a follower cannot accommodate another. Note also that placing a follower on the Pantheon involves an additional condition; see below.

Placement on Follower Spaces in Regions

Players may freely choose on which follower spaces and in which regions they place their followers, with a few exceptions (such as that only one follower is allowed per follower space). Players are generally allowed to place followers on multiple follower spaces in the same region, as long as the one-follower-per-space rule is observed.

By placing a follower on a region's follower space, a player gains eventual access to the cards or abilities associated with that region, which are described under "Phase 3: Region Evaluation." This will often require the player to pay denarii or discard cards from his hand during Phase 3.

During Phase 2, nothing happens in the regions apart from the placement of followers, with two exceptions:

Exception I: Atrium Auctionorum

The Atrium Auctionorum has two follower spaces, labeled "1." and "2." These numbers indicate the order in which these follower spaces must be filled by followers ("1." first, "2." second). They do *not* indicate Phase 3 denarii costs, as the numerals without periods on follower spaces in some other regions do. *The same player can never place his own followers on both follower spaces of the Atrium Auctionorum*. As soon as a player places a follower on the "1." follower space, he flips any two of the three Atrium Auctionorum cards faceup. If and when another player places a follower on the "2." follower space, the third card is turned faceup.

Exception II: Pantheon

Only a player who possesses a Vestal Virgin faction marker may place a follower on the Pantheon. When a player places a follower on a Pantheon follower space, he (and only he) may immediately look at the facedown card there.

Placement on Faction Fields

When placing followers, players may place their followers on the two follower spaces of each faction field. In doing so, they announce their intention to try to take over that faction in Phase 4: Faction Take-overs.

When placing a follower on a given faction field, a player must first fill the follower space marked "1," and only after that follower space is filled may another player place a follower on the follower space marked "2." Once both follower spaces for a given faction are full, other players may not play followers on that faction's field.

There are two universal restrictions about placing followers on the faction fields:

- A player may never place a follower on the field of a faction he already controls.
- A player may never place his own followers on both follower spaces of the same faction field. (Players *are* allowed to place followers on spaces associated with several different factions, however.)

Coin Bowl Example

The yellow player is the first player to place a follower on the coin bowl in the game round, so he takes 7 denarii upon his placement. The two red followers and the white follower are placed later in the round, with their players taking 5 denarii for each placement.



Placement on the Coin Bowl

Players place followers on the coin bowl in order to receive denarii.

The first player to place one of his followers on the coin bowl in a given round *immediately* takes 7 denarii from the stock. Subsequent players who place followers on the coin bowl that round take 5 denarii per figure placed, again taking them *immediately upon placement*.

There is no restriction on the number of followers a player may place on the coin bowl in a single round.

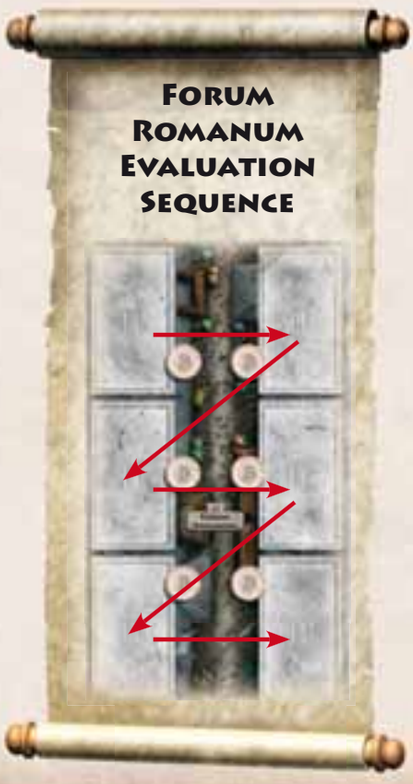
Phase 3: Region Evaluation

Once all players have placed all of their followers, Phase 3: Region Evaluation begins. For most regions, "evaluation" means that the cards from their card fields are dispersed, by various means, to the players who placed their followers on those regions' follower spaces.

The eight regions are evaluated in numerical order. If any of a region's follower spaces are unoccupied when it is evaluated, the corresponding cards are placed in the discard pile rather than being taken by any player. Once a given region has been evaluated, the followers in its follower spaces are returned to their owners immediately.

The various follower spaces of the Thermae, the Forum Romanum, and the Curia can usually be evaluated simultaneously. However, some situations (such as when a player does not have enough denarii to pay for all the followers he placed) make it necessary to evaluate them in a particular order. When this is necessary, the region is evaluated from left to right and then from top to bottom. See, for example, the Forum Romanum Evaluation Sequence scroll on this page.

There is no limit on the number of cards a player may hold in his hand, unless a cesura magna occurs (see page 6).



I. Thermae

Roman thermae, or thermal baths, date to the first century BC, and bathing in them came to play an important role in the social lives of ancient Romans. Roman thermae were always built with magnificent pillared corridors and restrooms, and were accessible to the general public either free of charge or for a small fee.

Players who placed followers on follower spaces in the Thermae region must pay 1 denarius to the stock for each follower so placed. In return, they take the cards adjacent to those follower spaces into their hands. A player who cannot pay the cost of a given card does not take it; the card is discarded instead.

II. Forum Romanum

The Forum Romanum was the center of political life in the Roman Empire. Constructed on formerly marshy ground, it united a variety of important Roman institutions. In later years, under Augustus, the Forum was splendidly reconstructed and lined with marble. Daily public discourse took place in the nearby Curia, on public speaking platforms and in a number of squares.

Players who placed followers on follower spaces in the Forum Romanum region must pay 3 denarii to the stock for each follower placed. In return, they take the cards adjacent to those follower spaces into their hands. A player who cannot pay the cost of a given card does not take it; the card is discarded instead.

III. Latrine

Rome was famous for its magnificent latrines, where citizens talked together about business and everyday life in a relaxed atmosphere. Many were decorated with mosaic flooring, paintings, and marble walls. Visiting the toilet was closely connected with health care and hygiene, and the spacious buildings — sometimes with up to 80 seats — were regularly cleaned with run-off water from the thermal baths and aqueducts.



The player who placed a follower on the follower space of the Latrine region turns over the facedown card and then has two options:

I. He can take the card's card value in denarii from the stock, and then discard the card.

II. He can take the card into his hand by paying to the stock denarii equal to the card's card value. (Note that a leader, with a printed value of 0, can be taken for free.)

IV. Curia

"Curia" was the name for the central assembly place in a Roman town. In Rome, Gaius Julius Caesar erected a large, brick building where senate meetings could be held. This so-called "Curia Julia" was located near the Forum Romanum, and could accommodate about 300 senators.

Players who placed followers on the follower spaces in the Curia may choose to discard one card from their hand for each follower so placed. In return, they take all of the cards adjacent to each follower space for which a card was discarded. A player who can't discard a card, or chooses not to, does not receive the corresponding cards from the game board. They are instead discarded.

V. Atrium Auctionorum

Some of the earliest auctions took place in ancient Rome, often after military campaigns to dispose of the spoils. Such auctions usually took place in the Atrium Auctionorum, a classic auction hall. Exceptional auctions – such as an auction of the emperor's household – were also held there.

Remember: Two cards from the Atrium Auctionorum are flipped over as soon as a player places a follower on the "1." follower space, and the third card is flipped if a follower is later placed on the "2." follower space (see "Phase 2: Placing of Followers" on page 6).

Curia Example

In Phase 2, Michelle placed one of her green followers on the first Curia follower space, and another on the third. John placed a yellow follower on the second follower space.

When the Curia is evalutated in Phase 3, Michelle first discards one card from her hand to take the cards on the Curia's first card field. Then, John chooses one of his cards to discard, and takes the three cards on the second card field. A bargain! Then it's Michelle's turn again. She discards the value 0 Legate she picked up moments ago, and takes the Senator from the third card field. Since the Curia is always resolved from left to right, she is able to discard the Legate – for which she had no use – instead of having to discard a more valuable card.



There are two different circumstances under which the Atrium Auctionorum may be evaluated:

If the "1." follower space is occupied but the "2." follower space is not, then the player whose figure occupies the "1." follower space must pay 1 denarius, but then takes both faceup cards into his hand. The facedown card is discarded.

Atrium Auctionorum Example

I.



In Phase 2, John places one of his yellow followers on the Atrium Auctionorum. Since he's the first player this round to place a follower there, he places it on the "1." space.

II.



John immediately flips over two of the three cards, of his choice. They turn out to be a Senator and a Praetorian. The third card remains facedown at this time.

III.



If no one else places a figure on the Atrium Auctionorum in this phase, John will wind up being able to buy both cards for just 1 denarius in Phase 3. Michelle doesn't want John to get away so cheap, so on her turn, she places a green figure on the "2." space.

IV.



Upon placing her green follower, Michelle immediately flips over the last card, which turns out to be a Vestal Virgin.

V. *In Phase 3, John and Michelle each secretly choose the number of denarii they are willing to pay for the three cards, and hold their bids in their closed hands over the board. Opening their hands simultaneously, they see that John's bid is 9 denarii and Michelle's is 5. Michelle returns her bid to her coin pile. John takes all three cards, and gives the 9 denarii he bid to Michelle.*

If both the "1." and "2." follower spaces are occupied, then the two players with followers on those follower spaces bid against one another in a closed-fist auction to determine who will take the three cards. This is done as follows:

I. Each of the two players conceals his coin pile from the other while secretly putting any number of denarii from it in a closed fist. (The coin pile is concealed so the other player will not be able to deduce how many denarii his opponent is holding in his fist.)

II. When both players have concealed coins, they hold their hands over the game board and reveal their bids simultaneously.

III. The losing bidder (i.e., the one who bid fewer denarii) keeps his bid, returning it to his coin pile.

IV. The winning bidder (i.e., the one who bid more denarii) gives his bid to the losing bidder, but takes the three cards from the Atrium Auctionorum.

In the case of a tie in bidding, the player whose follower is on the "1." follower space is the winning bidder.

VI. Catacombs

The Catacombs, named after the Roman term for the special volcanic substratum at the Via Appia (ad catacumbas), were underground burial vaults. In some cases special burial chambers were hewn into the rock. The Catacombs were extended considerably as Christianity spread, as burial was not permitted within the Roman town walls in ancient Rome.

At the beginning of Phase 3, there should be five facedown cards on the Catacombs. The evaluation of the Catacombs begins with the player whose follower occupies the "4" follower space examining those five cards and then, at his option, purchasing any one of them for 4 denarii, *which are placed on the Colosseum (adjacent to the Catacombs region).* Next, the player whose follower occupies the "3" follower space examines the remaining cards and may, at his option, purchase any one of them for 3 denarii, which are also placed on the Colosseum. Finally, the player whose follower occupies the "2" follower space examines the remaining cards and may, at his option, purchase any one of them for 2 denarii, which are placed on the Colosseum. Any remaining cards are discarded.

Note that players who do not wish to purchase any of the available cards don't have to pay, and remember that *denarii paid for cards taken from the Catacombs are always placed on the Colosseum area*, rather than in the stock of denarii to the side of the game board. Note also that unoccupied follower spaces are simply passed over when evaluating the Catacombs.

VII. Pantheon

The Pantheon in Rome was an opulent construction with an almost perfectly rounded dome, and dedicated to all of the Roman gods. It probably also served as a court building, and as the emperor's assembly hall. It was erected around AD 120 as a replacement for a temple dedicated to the deities representing the planets.

Pantheon Example

Zoe gained the Vestal Virgins faction marker in the last round. Now she wants to acquire the eternal favor of the gods, so she places a follower on the Pantheon region in Phase 2. When she does, she immediately looks at the facedown card on its card field – a Praetorian – and is careful not to expose it to any other players.

When Phase 3 comes, the Praetorian is flipped faceup for everyone to see. Zoe then discards a Praetorian from her hand (its card value doesn't matter) and takes an eternal favor of the gods tile.

Catacombs Example

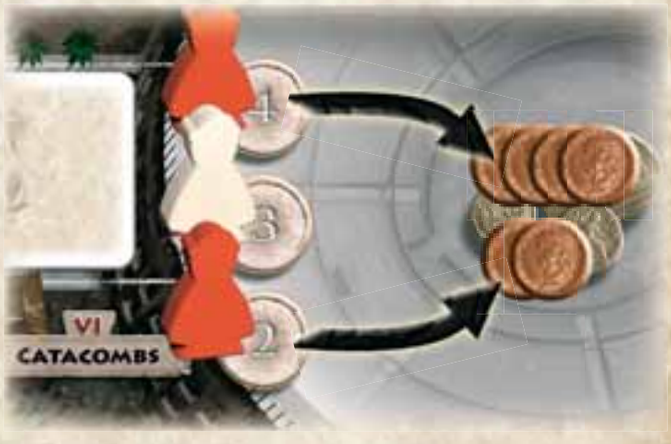
In Phase 2, Mike placed red figures on the "4" and "2" follower spaces of the Catacombs, and Zoe placed a white figure on the "3" follower space.

In Phase 3, Mike is the first to look through the stack of five facedown cards on the Catacombs card field. He selects one, puts it in his hand, and pays 4 denarii to the Colosseum area (rather than to the stock).

Then, Zoe looks through the remaining four cards. She isn't interested in any of them, so she declines to pay and takes nothing.

Finally, Mike chooses one of the remaining cards (there are still four cards available, since Zoe didn't take one), puts it in his hand, and this time pays 2 denarii to the Colosseum.

Note that in Phase 5, the player who controls the Gladiators will have the option to take all of the denarii from the Colosseum area. If it happens to be Mike, he will take precisely the same money he paid in Phase 3.



Remember: A player must have a Vestal Virgins faction marker on his family sheet to place a follower on a Pantheon follower space. A player may not place his followers on both follower spaces of the Pantheon. When a player places a follower on a Pantheon follower space, he may immediately (and secretly) look at the facedown card on the Pantheon card field.

When the Pantheon is evaluated, the card on its card field is first turned faceup. Then, each player with a follower on a Pantheon follower space may, at his option, discard a card from his hand as a sacrifice. The sacrifice may be of any card value, but must match the faction of the turned-up card. Once each player has made a sacrifice or declined to do so, the turned-up card is discarded.

Then, each player who made a sacrifice takes an eternal favor of the gods tile. Players who did not make sacrifices take nothing. A player who takes an eternal favor of the tile who already had a temporary favor of the gods tile must discard the latter.

VIII. Field of Mars

The Field of Mars, or "Campus Martius," was a square of publicly owned Roman land just outside the city where triumphal marches began and where field exercises were conducted. It was also the place where foreign ambassadors stayed while visiting the city.

Each player who placed a follower on the Field of Mars region may, at his option, discard a pair of cards *of the same faction* from his hand when the Field of Mars is evaluated. All players should make these discards simultaneously (such as by placing their pairs facedown on the table, and then turning them faceup only once all players have done so).

Any player making a paired discard may take one laurel wreath from the Field of Mars area. A player who placed more than one follower on the Field of Mars may discard a pair for each follower he placed, and take multiple wreaths.

Field of Mars Example

John (the yellow player) and Michelle (the green player) both placed figures on the Field of Mars in Phase 2. When the Field of Mars is evaluated, John and Michelle each have the option to discard a pair of cards of the same faction, taking care to reveal their chosen cards at the same time. John reveals a value 6 Senator and a value 4 Senator. Michelle turns up a value 4 Legate and a value 2 Legate. Since each of them discarded a legal pair of cards, each takes one laurel. John also takes an additional laurel, since his pair's sum of values is 10, compared to Michelle's sum of only 6.



An additional wreath is also taken by the player whose discarded pair has the highest sum of card values. For example, a player who discards a value 3 Gladiator and a value 4 Gladiator has a sum of values of 7. If only one player placed a follower on the Field of Mars, he automatically takes the additional wreath, provided he discards a legal pair. If two or more players tie, no additional laurel wreath is awarded.

Phase 4: Faction Take-overs

In Phase 4: Faction Take-overs, players who placed followers on the follower spaces of the faction fields attempt to carry out their take-overs by playing sets of cards from their hands.

Take-over attempts are always carried out in the order in which the faction fields are printed on the game board, from left to right. That is, all Gladiator take-over attempts are always conducted first, followed by all Legate take-over attempts, and so on.

Attempting a Take-over

Only a player who placed a follower on a given faction's field during Phase 2 can attempt to take over that faction in Phase 4. However, a player who placed a follower on a given faction field is *not required* to make such an attempt; he may simply decline to do so when the time comes.

To attempt to take over a faction, a player plays a set of cards faceup from his hand. All of the cards in a set must match the faction that the player is attempting to take over. Additionally, a set must have at least two cards in it. (There is no maximum set size.)

If the faction *is not* controlled by another player, any legal set is sufficient for a take-over.

If the faction *is* controlled by another player, however, for the new set to be sufficient for a take-over, the new set must meet one of the following two requirements:

I. The new set must either consist of *more cards* than the current controller's set (in which case their card values are not relevant),

or

II. The new set's *sum of values* must be greater than the sum of values in the current controller's set (in which case the number of cards played is not relevant).

When a player's set is sufficient to take over a faction, that set remains faceup on the table in front of that player to show that he has control of the faction in question. It becomes the set that other players must beat in future rounds to take over that faction.

Note: It is possible to attempt to take over more than one faction per turn, if a player used several of his followers to attempt a take-over on several different factions.

A player who loses control of a faction immediately discards his beaten set from the table.

Note: A player who currently controls a given faction can't attempt to take it over, and can't add additional cards to the set he originally used to take it over.

Faction Take-over Example 1

Zoe controls the Legates. Her set, displayed on the table, is shown below.

John is trying to take over the Legates. He plays the set of four cards shown, whose sum of values (15) exceeds Zoe's set's sum of values (11).

Beaten, Zoe discards her set from the table. John then carries out the Legate take-over benefit, which is to take two laurel wreaths from the Field of Mars. Additionally, John takes a Legate faction marker, because he doesn't already have one.

Phase 4 continues with Praetorian take-over attempts, if there are any.

Faction Take-over Example 2

Michelle controls the Legates. Her set, displayed on the table, is shown below.

Mike is trying to take over the Legates. He plays the set of cards shown, whose quantity (four) exceeds Michelle's (three). Even though his sum of values is less than Michelle's (8 vs. 12), Mike takes over the Legates.

Beaten, Michelle discards her set from the table. Mike then carries out the Legate take-over benefit, which is to take two laurel wreaths from the Field of Mars. He does not take a faction marker, because he controlled the Legates previously, and so already has one.

Phase 4 continues with Praetorian take-over attempts, if there are any.

Zoe
Previous Controller



John
Attempting a Take-over



Michelle
Previous Controller



Mike
Attempting a Take-over



Faction Take-over Example 3

John controls the Senators. His set, displayed on the table, is shown.

Both Mike and Michelle are trying to take over the Senators this turn. Michelle's follower is on the "1" follower space of the Senator faction field and Mike's is on the "2" follower space, so Mike must play his set first.

Mike plays the set shown, whose sum of values (22) exceeds John's set's sum of values (16), and so is sufficient for a take-over. But, Michelle plays a set whose quantity of cards (four) exceeds Mike's quantity of cards (three). (If she had found herself unable to beat Mike's set, she simply would have declined to play.)

Michelle takes over the Senators. John discards his set from the table. Mike has to discard one of the Senators from his set (the "6" is the obvious choice), and takes the rest back into his hand.

Michelle carries out the take-over benefit of the Senators, which lets her take a laurel wreath from the Field of Mars. She does not take an additional laurel wreath from the Senate faction field on the board, however, since she is not the first player to control the Senators.



John
Previous Controller



Mike
Attempting a Take-over From the "2" Follower space



Michelle
Attempting a Take-over From the "1" Follower space

Two-player Take-overs

If two different players have placed followers on the same faction's field, the player whose follower is in the "2" follower space must go first. As always, he may decline to play a set, in which case the player in the "1" follower space may then attempt a take-over that is treated normally. However, if the "2" player *does* play a set (which must, as usual, be sufficient to seize control), the "1" player may then, before the ultimate success of the take-over is determined, play an even better set. If he cannot, or chooses not to, the "2" player takes over the faction and the previous controller (if there was one) immediately discards his beaten set. If the "1" player does play a better set, however, then the "1" player takes over control of the faction. In that case, the "2" player takes his own set back into his hand, but must discard one of the cards from it as a penalty. As always, the previous controller (if there was one) immediately discards his beaten set.



Leader Example

Mike plays the set shown to take control of the Legates. One of his cards is the Legate leader, Varus, who gives Mike an extra laurel wreath, in addition to the two wreaths that constitute the normal Legates take-over benefit.

Successful Take-overs

When a new player takes over control of a faction, that player immediately receives its take-over benefit, which is printed on each of that faction's cards (and is described in greater detail beginning on page 13). If a leader was played as part of the take-over, the player will also receive the benefit of the leader's special ability.

Additionally, if the player doesn't have one already, he takes one of that faction's faction markers. The player who lost control of the faction *does not* lose the faction marker he already has.

Finally, if that player is the first player in the game to control that faction, he takes the starting laurel wreath from that faction's field.

Phase 5: Faction benefits

In Phase 5: Faction Benefits, players receive the faction benefits of the factions they control. *(Note the important difference between a "faction benefit" and a "take-over benefit.")*

Faction benefits are always received in the order in which the faction fields are printed on the game board, from left to right. That is, the Gladiators benefit is received by their controller first, followed by the Legates, and so on.

Each faction's benefit is summarized on the family sheets, depicted on the game board with symbols, and described in detail beginning on page 13.

Some faction benefits can only be received if certain conditions are met, while others present options that the player receiving the benefit may choose between.

When all faction benefits have been received by controlling players, Phase 6 begins.

Phase 6: Chariot auction

In Phase 6: Chariot Auction, players bid for the chariot, which the winning bidder can place on the faction field of a faction he controls to prevent another player from taking control of that faction in the next round.

Players bid by hiding any number of their denarii (including zero) in a closed fist and holding it out over the game board. Once all players have done so, all bids are revealed simultaneously. The highest bidder wins the chariot and pays his bid to the stock. Other players keep the denarii they bid.

The auction winner has two options. He may either place the chariot on the faction field of any faction he controls, blocking that faction, or he may instead elect not to block any faction, and simply leave the chariot off the game board. A player may wish to exercise the second option in order to prevent another player from blocking a faction over which the winning bidder seeks control.

If there is a tie in bidding for the chariot, all players keep their bids and the chariot is placed off the game board, blocking no faction.

A faction blocked by the chariot cannot have followers placed on it, and cannot be taken over. However, the controller of the faction may still receive its faction benefit in Phase 5.

Chariot Example

To begin the chariot auction, Michelle, John, Mike, and Zoe – the four players in the game – each secretly take a number of denarii from their coin piles and hide them in a closed fist. Once all four are holding fists out, they reveal their bids simultaneously:

Michelle: 2 John: 0 Mike: 4 Zoe: 5

Since Zoe bid the highest amount, she pays her 5 denarii to the stock and takes the chariot. Michelle, John, and Mike return their bids to their own coin piles; since none of them won the auction, they do not have to pay. Zoe decides to place the chariot on the Patricians faction field, to protect it from being taken over in the next round. This is a legal play because the Patricians are one of the factions she currently controls.



At the end of Phase 6, the starting player coin is passed one player clockwise, any cards remaining on the game board are discarded, and the next round begins.

The End of Play

A game of *Tribune* ends when a player fulfills the required number of objectives, as shown on the victory condition card chosen at the beginning of the game, and as further determined by the number of players in the game.

Although individual objectives marked "obligatory" must be met for a player to fulfill the victory condition requirements, it doesn't matter which of the listed objectives are achieved, as long as the total quantity is met. Obligatory objectives count as normal toward the total quantity required.

As soon as a player fulfills the necessary number of victory objectives, he must speak the famous words, *"Veni, vidi, vici."* However, play then continues until the round is finished, which may allow other players to also meet the game's victory conditions that round.

If several players fulfill the necessary number of victory objectives in the same round, those players compare the point values of their various achievements, and the player with the highest total is the winner. The point values of various achievements are listed below, and are also itemized on the scoring cards.

Note: If a player achieves the needed number of objectives but has less points than other players, he must still announce that he has completed his objectives and end the game.

Achievement	Point Value
Tribune Tile	7
Scroll Tile	3
Eternal Favor of the Gods Tile	5
Temporary Favor of the Gods Tile	2
Each Legion Token	2
Each Laurel Wreath Token	1
Every 10 Denarii	1
Each Faction Marker	1
First Player to Fulfill Victory Objectives	2

The Point-value Variant

Tribune can be played without victory condition cards; this is the point-value variant. When playing the point-value variant, 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 according to the number of players. Then, each player determines a point score according to the table of achievement values in the previous section, and the highest scorer wins the game.

Number of Players	Faction Markers to End the Game
5	5 faction markers
4	6 faction markers
3	6 faction markers
2	7 faction markers

The Victory Conditions

There are six victory objectives listed on each victory condition card. The sections below give more information about how each type of objective is fulfilled.

Tribune

This objective is fulfilled when the player possesses a tribune tile.

Favor of the Gods

This objective is fulfilled while the player possesses either an eternal favor of the gods tile or the temporary favor of the gods tile. In the case of the latter, the objective is not considered fulfilled if the player has the temporary favor of the gods tile taken away from him.

Laurel Wreaths

This objective is fulfilled when the player possesses the number of laurel wreaths listed on the victory condition card.

Legions

This objective is fulfilled when the player possesses the number of legions listed on the victory condition card.

Denarii

This objective is fulfilled when the player possesses the number of denarii listed on the victory condition card.

Faction Markers

This objective is fulfilled when the player possesses the number of faction markers listed on the victory condition card. *Remember that each player may only possess one faction marker per faction.*

The Factions

Each faction has a *faction benefit* and a *take-over benefit*, which are distinct from each other and are used at different points in the round.

Faction benefits are summarized on the family sheets, depicted on the game board with symbols, and described in detail below. They are received in Phase 5: Faction Benefits. Some faction benefits can only be received if certain conditions are met, while other present options that the player receiving the benefit may choose between. A faction's faction benefit is granted in Phase 5 of every round, as long as that faction has a controller. Remember that the controller is the player who has most recently taken over the faction and has a legal set of that faction faceup in front of them. A faction marker does not denote control.

Take-over benefits are summarized on the faction cards and described in detail below. They are received in Phase 4: Faction Take-overs. A faction's take-over benefit is only granted in turns where a new player seizes control of that faction. When the same player maintains control of a given faction, or when no player controls that faction, its take-over benefit is not granted that round.

Leaders

One card in each faction represents its leader. That card always has a card value of zero, but brings a special benefit if played as part of a set that succeeds in taking over that faction in Phase 4. These special leader benefits are also described below.

Gladiators

Gladiators were professional combatants who fought spectacular battles against each other – frequently to the death – as public entertainment. The first such combats primarily involved slaves and condemned criminals, but as the battles developed into a popular sport, they increasingly attracted free citizens. Gladiator battles were a part of Roman daily life until the fifth century AD.

Take-over benefit

The new controlling player receives one legion.

Faction benefit

- The player receives the denarii on the Colosseum. *Note: On a turn where the Gladiator controller does not exercise this option, any denarii on the Colosseum simply remain there, and can be claimed in future rounds.*

  or

- The controller receives one card from the draw pile, and can also dispatch an assassin. Dispatching an assassin allows the controlling player to remove the highest-value card from among any set of faction cards currently displayed on the table. *Exception: An assassin may not target a set that contains only two cards.*

Leader: Spartacus

Spartacus was a Roman slave and gladiator who led a slave revolt against Rome at the time of the late Roman Republic. He fled along with 78 other gladiators after the rebellion, and had a large following of other slaves, principally from large farms. He was also joined by a considerable number of impoverished freemen. Spartacus led this army – which supposedly consisted of 200,000 men – in the third slave war and emerged victorious from many encounters with Roman legions. His army eventually suffered a crushing defeat when he advanced on Rome.

If Spartacus is played during a faction take-over, the new controlling player immediately receives one additional legion.

Legates

"Legate" was the name predominantly given to an envoy dispatched to a foreign ruler or state. Legates could, however, also be instated as temporary governors in outlying provinces where they oversaw administration, and the local Roman troops, by order of the senate. High-ranking military officers tasked with supporting a commander were occasionally called legates.

Take-over benefit

The new controlling player receives two laurel wreaths.

Faction benefit

- The controlling player receives a scroll tile (provided he does not already have one).

  or

- The controlling player receives one card from the draw pile, and can also buy one legion by paying to the stock denarii equal to the sum of card values of his currently displayed Legate card set.

Leader: Varus

Publius Quinctilius Varus was a Roman politician at the time of Augustus. He was a legate in Syria, and later in Germania. His name is most notably associated with the defeat of three Roman legions attacked by Germanic troops under Arminius. Varus committed suicide on the battleground. When Augustus heard of Varus's defeat, he is reputed to have called out "Quintili Vare, legiones redde!" ("Quintilius Varus, give the legions back!"). Varus was renowned for his diplomatic skill and was reputed to be an experienced military commander, although laziness was also said to have been one of his outstanding character traits.

If Varus is played during a faction take-over, the new controlling player immediately receives one additional laurel wreath.

Praetorians

The praetorian guards were a troop of bodyguards who protected the Roman emperors. The term stems from "praetorium," which was the main square in a legion camp, where the commander's tent was pitched. Although the number of praetorian troops in Rome was limited, their presence remained a powerful political factor, as there were no other troops stationed in the city.

Take-over benefit

The new controlling player receives one card from the draw pile.

Faction benefit

The controlling player receives one legion.

Leader: Gaius Tigellinus

Gaius Ofonius Tigellinus was a praetorian prefect and a favorite of Emperor Nero. Although of humble origin, Gaius was infamous for his debauched and cruel lifestyle, and was suspected of having started the great fire of Rome. When Nero's fortunes ebbed, Tigellinus withdrew his allegiance and influenced the praetorian guard to do the same. He was relieved of his command, and, in the end, sentenced to death.

If Gaius Tigellinus is played during a faction take-over, the new controlling player may discard a card from his hand in exchange for one legion.

Plebeians

The plebeians were the common people of the Roman Republic. Most were farmers and craftsmen, but they stood in sharp contrast to slaves, who did not count as Roman citizens. Thanks to their protests, the plebeians secured more rights over time, including the appointment of the people's tribune.

Take-over benefit

The new controlling player receives one card from the draw pile, and can also dispatch an assassin. Dispatching an assassin allows the player to remove the highest-value card from among any set of faction cards currently displayed on the table. *Exception: An assassin may not target a set that contains only two cards.*

Faction benefit

- The controlling player receives one card from the draw pile and two denarii from the stock.

or

- The controlling player receives a tribune tile, provided he already has a scroll tile and also currently controls the Patricians.

Leader: Agrippa

Agrippa Menenius Lanatus was a consul in the early Roman Republic. He is said to have played a decisive role in resolving the class conflict between the plebeians and the patricians. When the plebeians climbed the holy mountain and went on strike (which paralyzed Rome) the senate sent Agrippa, who himself came from a modest background, to talk them into returning. He supposedly succeeded by telling an allegory of the stomach and limbs, but the fundamental political demands of the plebians were also met.

If Agrippa is played during a faction take-over, the new controlling player receives either a scroll tile (provided he does not already possess one) *or* one card from the draw pile.

Patricians

Patricians were members of the upper class of ancient Rome, belonging to the families of famous or influential ancestors. Marriage between patricians and plebeians was forbidden in the early Roman Republic, but these restrictions were relaxed over time.

Take-over benefit

The new controlling player receives one laurel wreath.

Faction benefit

The controlling player receives the proconsul piece, which can be used as an additional follower of the controlling player's own color in the next round, as long as the controlling player continues to control the Patricians.

Leader: Scipio Africanus

Publius Cornelius Scipio Africanus was a military commander and statesman of the Roman Empire. He became famous for his military successes against Hannibal and his contribution to restructuring the Roman legions, and was well-known for his eloquence. On returning to Rome after a successful campaign, he fell afoul of a cabal of senators who accused him of corruption, but he made a brilliant speech referencing the anniversary of one of his triumphant battles, and engendered a storm of public enthusiasm.

If Scipio Africanus is played during a faction take-over, the new controlling player immediately receives 10 denarii from the stock.

Vestal Virgins

The vestal virgins were Roman priestesses of the goddess Vesta. Recruited as six- to ten-year-old girls, they each served for 30 years. Their main task was to tend the eternal fire at the temple shrine, and they enjoyed many special privileges in public life. However, they lived under strict vows of chastity, as the loss of their virginity was considered a great harm to the community.

Take-over benefit

The new controlling player immediately receives 5 denarii from the stock.

Faction benefit

- The controlling player receives one laurel wreath. In addition, he may take the temporary favor of the gods tile (provided he does not already have an eternal favor of the gods tile). However, the controlling player must return the temporary favor of the gods tile to the stock when he loses control of the Vestal Virgins.

or

- The controlling player receives a tribune tile, provided he already possesses a scroll tile and also currently controls the Senators.



Vestal Virgins Faction Benefit Example

Last round, Michelle gained control of the Senators, and is in the possession of a Scroll Tile . This round, Michelle has gained control of the Vestal Virgin's as well.

In Phase 5, Michelle uses the Vestal Virgins faction benefit to take a tribune tile, since she meets all of the requirements to do so.

Michelle could have chosen to receive the other Vestal Virgins faction benefit (to take a laurel wreath and the temporary favor of the gods tile), but Michelle opts for the tribune tile instead, while she still meets all of the (rather difficult to attain) requirements.

Leader: Aquilia Severa

Iulia Aquilia Severa was the daughter of the consul Quintus Aquilius, and was considered a great beauty. Although a vestal virgin, she was wedded by an emperor, much to the horror of the people and priesthood. A vestal virgin involved with a man would normally be buried alive, and many were put to death in this way under former emperors. This breach of Roman law and tradition was not punished, however, as the emperor justified his actions by arguing that godlike children could be expected from such a union.

If Aquilia Severa is played during a faction take-over, the new controlling player receives the eternal favor of the gods tile, provided he does not yet possess it. The eternal favor of the gods need not be returned when the controlling player loses control over the Vestal Virgins (as opposed to the temporary favor of the gods tile, which must be).

Senators

The Roman senate, a 300-seat body comprising high-ranking state officials whose terms had expired, was the most important decision-making body of the Roman state until the end of the Republic. Officially, the

senate's function was advisory only, but in practice, it was instrumental in steering the Roman state until the time of Augustus.

Take-over benefit

The new controlling player receives one laurel wreath.

Faction benefit

- The controlling player receives a scroll tile (provided he does not already have one).

  or

- The controlling player receives two cards from the draw pile.

Leader: Cato the Elder

Marcus Porcius Cato Censorius was a Roman commander, historian, author, and one of the most influential politicians in Roman history. He stands to this day as an exemplar of a Roman conservative. Having held practically all of the important offices in the course of his military and political career, he was one of the most powerful senators, and a resolute advocate of the third Punic War. All his speeches in the senate supposedly ended with, "Ceterum censeo Carthaginem esse delendam," which means, "Furthermore, I am of the opinion that Carthage must be destroyed."

If Cato the Elder is played during a faction take-over, the new controlling player receives a faction marker of his choice that he does not already possess (in addition to the Senate faction marker he might receive).

Cato Example



Mike takes over the Senators with a set that includes Cato the Elder. Mike has not yet controlled the Senators this game, so he takes a Senators faction marker. In addition, he exercises Cato's benefit, and takes a Vestal Virgin faction marker, which he does not already have.

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Chariot Assembly

The chariot's components assemble as shown, and can be glued for additional stability.

