Path of Honors A1.21 (8/1/25)– A Roman Republic Political Roll-and-Write for 1-6 players. Solo Game and Multiplayer Variant

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If you do play this, please consider giving some constructive feedback via email or BSky DM. Likewise, if I can be of assistance, contact me via those methods and I'll do my best to help

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Introduction

As a Roman politician, strive to amass wealth, skill, and dignity and win election to the highest political offices before your rivals.

Components

Rulebook

Coins or cubes to represent wealth

1 Record Sheet for each player

1 Dice aid for each player

At least 6 dice

At least 15 denarii in per player (coins in I, V, X denominations, or cubes)

Victory Tokens (sheet on p. 8)

Order of Play for 1 turn of solo play

There are 12 turns in the game. Each turn begins with a player action phase. On turns where an election is held,, an election phase follows the player action phase. An election may be held for two reasons:

Either

The Turn Track notes that it is the time for a particular election.

OR

The player wishes to try to win election to an office they previously lost. So, for example, if the player loses the Quaestor election in turn 2 they may run again for quaestor on any subsequent turn.

A. Player action phase (take all steps in order)
1. Roll 2d6 and check the **Yearly Omens Table** table for the year's omens and effects on gameplay
2. **(Except on turn 1)** If the player won election to office the previous turn, determine Office Actions and Rewards, including those listed on the Honores chart (top right of the record sheet. (see pages 4-5 for more detail). Record any VPs for the office on the Turn Track (bottom of the record sheet).
   a. If the player gains enough **dignitas** points from their required office actions to go up one **dignitas** level, that level increase is effective immediately for determining **dignitas** maintenance costs (see step #4)
3. Roll the number of resource dice indicated by the **dignitas** level (**dignitas** is the top left box on the record sheet) – up to three times, locking in any dice results as preferred along the way. Any rolls of "1" at the end of the maximum three rolls provide no resources this turn.
4. Spend the **political capital** needed to maintain the player's current level of **dignitas**. The amount necessary is shown in the PC/Turn column of the *Dignitas* box for the player's level. Players must generate this **political capital** through resource dice and/or any bonus **political capital** from holding offices (recorded in the **Bonus PC/Turn** box in the top center of the record sheet.) If the sum of rolled political capital and bonus political capital is too little to maintain the current level of dignitas, drop (erase) one box of dignitas for each point of **political capital** the player is short this turn.
5. Spend any remaining **political capital** to add **dignitas** points in the *Dignitas* box. As soon as all **dignitas** point boxes are filled on level I, II, III, or IV,, the player moves to the next level of **dignitas** and checks the leftmost box indicating that level has been reached. The player immediately gains the increased number of resource dice for that new level. This includes using the higher number of dice for an election at the end of this turn. At the start of the next turn the player must pay the **political capital** maintenance required for their new level of **dignitas**.

6. Spend **skill** points in the **Skills** table. Skills have levels from 1 to 3. The player must complete all boxes in a level to gain that level's bonus. They may complete a level over more than 1 turn. The player gains the level bonus for a newly earned level of skill immediately upon completing that new level (including using any skill bonuses for an election later that turn). ***If the player completes all three skill levels, they get the victory token for that skill and the VPs listed on the token.***

7. Spend **wealth** in the form of coins or cubes on items in the **Luxuries** table. If the player purchases luxuries, they earn the victory token for those luxuries. Most victory tokens are earned through purchasing a single luxury on the **Luxuries** table (for example, Finest CLothing and Statue; other require the purchase of more than one luxury (the Splendid Domus, Furnishings, and Silver)

8. For each "1" rolled (after the maximum three rolls), mark 1 **infamy** in the **Infamy** box.

B. Elections Phase (Required to Takes Place at end of turns 2, 3, 4, 6, 12)

1. Only one election at most will be held on a turn. To determine which election, if any, will be held note the following rules:
    a. Historically, Roman aristocrats emphasized winning political offices *suo anno*, "in their own year." This meant winning election to an office in the year one was first eligible, in other words, "in their own year." Holding an office *suo anno* brought the most prestige.
    b. To reflect this, the elections listed in the Turn Track are listed *suo anno*, on the first turn the player is eligible for them (which is also the turn that brings the most VP for holding the office.)
        i. For example, the quaestor elections are held first on turn 2 and the tribune elections first on turn 4. If the player does not win election to those offices at those times (which would be *suo anno*), they may run for either office on a later turn, subject to the **Restrictions on office holding** (*see 1d, below*)
    c. In any election phase, if the player has not yet held an office for which they are eligible and the *suo anno* turn has passed, they may opt to run for that office, subject to the **Restrictions on office holding** (*see 1d, below*).
        i. So, for example, if a player lost the *suo anno* tribune election (turn 4), they may run for election to tribune on any subsequent turn, subject to the **Restrictions on office holding** (*see 1d, below*).
    d. **Restrictions on office holding**. There are several restrictions on the order in which political offices can and must be held. The player:

        i.   cannot run for election to an office earlier than its *suo anno* listing in the Turn Track

        ii.   may not hold the same office twice

        iii.   cannot run for quaestor after they have held any other office.

        iv.   cannot run for tribune if they have already been elected aedile at some point

        v.   must hold the offices of the *cursus honorum*, "the path of honors" in order, each before the next office. In other words, the player must be aedile before praetor, and the player has to be praetor before consul.

        vi.   Does not need to hold the office of quaestor or tribune to run for higher offices.

2. Holding an election

    a. **Before rolling any dice**, the player chooses how much **wealth**, if any, they wish to spend on campaigning and bribery. These are subtracted from the record sheet. 1 **wealth** point (denarius) adds +1 to player's votes total

    b. When rolling votes dice, the player first rolls the dice to determine the votes of their closest rival (known as the rival bot) for the election. The number of dice to roll for the rival bot can be found in the *Honores* section of the record sheet in the **Opp Dice**. column listing for that office (on the top right of the record sheet). The sum of the dice is the **vote total** for the rival bot.

    c. The player now rolls their current number of **dignitas** dice and adds any **wealth** they chose to spend on campaigning and bribery (in election step 3a) to the die roll. They should also add any voting bonuses for skills they have. The total of the dice rolled + any wealth spent + any skill bonuses that affect votes = the **vote total** for the player

    d. If the player's **vote total** is higher than the rival bot's **vote total**, the player has won the election. Write the letter representing the office in the Turn Track for the round the election was won.

        i.   The player immediately gains the PC Bonus associated with the office they have won. If the office is on the *Cursus Honorum* (aedile, praetor, consul) and they have held it *suo anno*, the player receives the corresponding victory token

    e. If the player's **total vote** roll < that of the opponent, the player loses the election. Ties are re-rolled

Taking Office Actions and Determining Office Rewards

1. If the player holds an office this turn (having won election to it at the end of the previous turn) they must take the required action of their office and see if they gained any political rewards from doing so.
   a. For some offices, namely Aedile and Praetor, the player also has one or more optional office actions they may choose to take. They do so now and record the rewards on their record sheet.
2. For the offices Tribune, Aedile, Praetor, Consul, the player uses the required action chart for their office (note; quaestor has no chart).
   a. They select whether they want to take on an action challenge level of I, II, or III. They must choose this **before** they roll for rewards
   b. They then roll 1d6. If they have any levels in the skill listed under bonuses, they may add +1 for every full level of that skill they have.
   c. If they roll at least the Min. Die Roll listed for the challenge, they earn the rewards listed under Rewards. Note: these rewards are in addition to any rewards (like PC points per turn and VPs) they receive for holding the office. *If they win a cognomen (nickname) they take the victory token for that cognomen.*
   d. If they do not roll at least the min die roll for the challenge level, the player earns no rewards for the round.
2. After these actions, the player checks off the office on the Honores track and gains any rewards from holding the office (listed on the Honores track)
3. After the player completes these office actions they are considered to have completed their term in office

End of Game and Scoring

(*Note: the victory tokens are a recent addition and have not been fully tweaked yet*)

1. The game ends at the end of turn 12
2. Using the score sheet, add up the following **victory points**
   + The **victory point** value of any luxury tokens
   + The **victory point** value of any skill tokens (for completing all three levels of a skill)
   + The **victory points** of any offices the player has held. If the player has held these positions on the first opportunity (i.e. in the turn when the election is listed in the Turn Track) they receive the full VP value listed. For every turn after the first opportunity, subtract 2 VPs from the base office score, but always having a reward of at least 1 VP for holding the office. So, for example if a player wins election as quaestor or as tribune 1 turn after the scheduled time on the turn track, they receive 1 VP for holding that office. If they win an election 2 turns after the first opportunity, they still receive 1VP for each office because every office is worth at least 1 victory point. Note that this can sometimes result in a lower office being worth no VPs to hold.
   + **victory point** rewards rolled from holding office (Listed on the Office Rewards sheet)
   + **dignitas** points earned at level V Dignitas. 1 **dignitas** point = 1 **victory point**

3. And subtract any **infamy** points to gain the final score

A final score of 70+: Earn a Caesarian victory

A final score of 60+: Earn a Fabian victory

A final score of 40+: Earn a Ciceronian victory

[BIG NOTE FOR SCORING IMPROVEMENT: IN ADDITION TO THE VICTORY COUNTERS FOR LUXURIES AND SKILLS. THERE WILL ALSO BE HISTORICAL ROMAN CARDS PLAYER CAN WIN IF THEY GET CERTAIN OFFICES AND SKILLS: SO LIKE CAESAR, CICERO, POMPEY CARDS]

Multiplayer Rules (up to 6 players)

The multi-player version of Path of Honors follows the same rules of the solo version, except for some changes in how elections are held. The changes are listed here:

Multiplayer changes to elections:

- The turn track still lists the office elections suo anno as described in the solo game. Players who have not yet won prior offices to the one listed on the turn track may run for election to those offices. They compete against other players running for the same office, without a roll for the rival bot. If an election is held with only one human candidate, that candidate runs against the votes roll of the rival bot as indicated in the solo election rules.
    - So, for example, if Marcus Aurelius won the quaestor election on Turn 2, those who did not win that election can run for quaestor on turn 3, subject to the **Restrictions on office holding** (*see solo rules for Elections phase 1d*). If Aurelius runs against human opponents for this office, he must beat them in his votes role. If he runs without human opponents, he competes against the rival bot.
- Players can only run for offices according to the **Restrictions on office holding** (*see solo rules for Elections phase 1d*)
- More than one election can be held in a turn, but no election can be held for an office before its *suo anno* listing on the Turn Track.
- Candidates for elections still choose how much **wealth**, if any, they wish to spend on campaigning and bribery. These are subtracted from the record sheet. 1 **wealth** point adds +1 to the player's votes total
- Before competing players roll their vote dice for office, the votes of the rival bot are rolled for the election (see *solo rules*)

Player Record Sheet and Dice Aid

NAME: _____

Praenomen   Nomen   Cognomen(s)

DIGNITAS

	Lvl	Dignitas
☑	I	☐☐☐☐
☐	II	☐☐☐☐☐
☐	III	☐☐☐☐☐☐
☐	IV	☐☐☐☐☐☐☐
☐	V	☐☐☐☐☐☐☐

For level V, 1DP = 1VP

BONUS

PC /Turn:

PC /Turn	Dice
-	⚁
2	⚀⚂
4	⚀⚁⚃
8	⚀⚁⚂⚄
12	⚀⚁⚂⚃⚅

HONORES

Office	Opp. Dice	PC Bonus	VP 1st Place
☐ CENSOR	7	––	9
☐ CONSUL	6	+3	8
☐ PRAETOR	5	+2	6
☐ AEDILE	4	+1	4
☐ TRIBUNE	3	+1	2
☐ QUAESTOR	2	+1	2

RESOURCE DICE

⚀ INFAMY	⚂ 1 POLITICAL CAPITAL or 2 SKILL	⚄ 2 POLITICAL CAPITAL
⚁ 1 SKILL or 2 WEALTH	⚃ 3 WEALTH	⚅ 1 POLITICAL CAPITAL & 1 WEALTH

SKILLS

INFAMY: ☐☐☐☐☐☐☐☐☐☐

Skill	Level			Effect per Level	VP
ORATORY	1☐	2☐☐	3☐☐☐	+1 political capital / turn	5
MONOMACHY	1☐	2☐☐	3☐☐☐	+1 votes up through Aedile election	5
LAW	1☐	2☐☐	3☐☐☐	Change one resource die each turn to 5	5
POPULISM	1☐	2☐☐	3☐☐☐	+2 votes for elections	5
ADMIN.	1☐	2☐☐	3☐☐☐	Change one resource die (not 1) +/-1/turn	5
COMMAND	1☐	2☐☐	3☐☐☐	+4 votes for consulship election	5

LUXURIES

	Cost	VPs		Cost	VPs
☐ FINEST CLOTHING	3	2	☐ FURNISHED LIBRARY	8	6
☐ DINING SILVER	3	2	☐ LUXURY VILLA	10	8
☐ EPIC DRAMA	4	3	☐ STATUE	6	4
☐ LEGENDARY LINEAGE	4	3	☐ EQUESTRIAN STATUE	8	6
☐ SPLENDID DOMUS	8	6	☐ VICTORY TEMPLE**	10	10
☐ FINEST FURNISHINGS	6	4	**Must have won and completed consulship		

WEALTH

TURN TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12
Office Held & VPs												
Scheduled Election		Q		T		A		P		C		CE
Office Won												

Offices: (Q)uaestor (T)ribune (A)edile (P)raetor (C)onsul (CE)nsor

SCORE

(_____ + _____ + _____ + _____)- _____ = _____

Luxuries   Skills   Offices Held   Off. Rewards   Infamy   Total VPs

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⚀	INFAMY
⚁	1 SKILL or 2 WEALTH
⚂	1 PC or 2 SKILL
⚃	3 WEALTH
⚄	2 POLITICAL CAPITAL
⚅	1 PC & 1 WEALTH

Turn Order

1. Roll Yearly Omens
2. Complete Office (if any)
3. Roll resource Dice
4. Dignitas maintenance
5. Increase dignitas
6. Spend skill points
7. Spend Wealth
8. Elections (optional or scheduled)

Victory Tokens

Offices (held suo anno)

AEDILE	PRAETOR	CONSUL	CENSOR
Suo Anno (6)	Suo Anno (8)	Suo Anno (10)	9 VP
4 VP	6 VP	8 VP	

Earned Cognomens (from Office Achievements)

PUBLICOLA	FABRICIUS	MARCELLUS
3 VP	3 VP	4 VP

Titles (for achieving maximum level in a skill)

ORATOR	PUBLICIUS	BELLATOR	REGULUS	IUSTUS	REGULUS
5 VP	5 VP	5 VP	5 VP	5 VP	5 VP

Luxuries (one for each 10 gold in luxuries)

FINEST CLOTHING	DINING SILVER	EPIC DRAMA	LEGENDARY LINEAGE	FINEST FURNISHINGS
2 VP	6 VP	3VP	2VP	6 VP
FURNISHED LIBRARY	LUXURY VILLA	STATUE	EQUESTRIAN STATUE	VICTORY TEMPLE
4 VP	6 VP	6 VP	6 VP	8 VP

Yearly Omens Table JUST STARTED AND NOT FULLY TESTED

Die Roll (2d6)	Omens	Effects
2	Plague erupted in some surrounding towns. The skies rained earth, lightning struck soldiers under Appius Claudius' command. (10.31) *Trade conditions are poor from plague in the towns*	-1 wealth for each wealth die
3	Reports arrive of a Sicilian ox that uttered human speech; On the eastern shore in Marrucini territory, an unborn child shouted "Hurrah!" while in the womb. (24.10) *The signs of triumph from ox and child signal abundance for the year* (24.10)	+1 wealth for each locked in wealth die
4	In the vicinity of Amiternum, reports say, spectral shapes like men dressed in white appeared. They remained away from the people. (21.62) *Ghostly magistrates offer Good fortune to earthly ones*	+1 to required office rolls
5	Grape vines though young and green burst into flame. Meanwhile the chalk rained from the sky at Cales and blood showered down in Rome. (24.10) *Drought damages crops*	-1 wealth to cover damages to crops
6	Phantom warships were seen on the Amasenus river, while weapons of war wielded in earnest rang out from the temple of Jupiter Vicilinus. (24.44) *The omens of arms and fleets indicate a year of skill-honing to prepare for Rome's glory is auspicious*	+1 skill point for each locked in skill die
7	Stones rained from the sky for days on the Alban Mount and a massive boulder flew in the sky at Reate. (25.7) *Exceptional good fortune for stoneworkers*	Any building or statue construction is -2 to purchase price
8	Lightning struck the Statue of Victoria atop the Temple of Concord as streams of blood flowed at the Forum Subertanum. Eretium reported stone falling from the sky and a mule gave birth to a horse. (26.23) *The variety in omens suggests a popularity with different kinds of voters this year*	+3 to a votes roll this turn
9	The earth split asunder outside Velitone, leaving a chasm. Livestock omens aboundedL a two-headed lamb and a pig with a human head. *Earthquakes damage properties*	-2 gold to repair Domus; -2 gold to repair villa
10	A comet streaked through the sky and a Roman cow began to speak. The statue of Apollo on the Cumae capitol began to weep and a snake with a large colorful crest was spotted at the temple of Good Fortune (43.13) *Weeping Apollo signifies public scandals and embarrassments.*	-2 dignitas points
11	A snake with four legs walked through the city; Two ships burst into flame from a lightning strike; a wolf ran through the streets during daytime (41.9) *The wolf in particular refers to Rome's glory and enhances your dignitas.*	+2 dignitas
12	Dirt fell from the sky like rain in Anagnia; A comet streaked across the sky at Lanuvium; Blood oozed from the hearthfire of Marcus Valerius (45.16) *The comet in particular, marks an auspicious election.*	+2 to a votes roll

Omen text paraphrased from:
Livy. Rome and Italy: The History of Rome from its Foundation (Classics) (p. 332). Penguin Books Ltd. Kindle Edition.
Livy. The War with Hannibal: The History of Rome from Its Foundation Bks. 21-30 (Classics) (p. 89). Penguin Books Ltd. Kindle Edition.
Livy. Rome's Mediterranean Empire (Oxford World's Classics) (p. 182). OUP Oxford. Kindle Edition.
Livy. Rome and the Mediterranean: The History of Rome from its Foundation (Classics) (p. 23). Penguin Books Ltd. Kindle Edition.

Office Reward Tables and Bonus Actions in Office

1. Determine what level of achievement the player wishes to achieve in office.
2. Roll 1 die and add +1 for each level of the skill listed under bonuses. When 2 skills are listed, choose the skill with the most ranks.
3. If the die roll + bonuses is at least the number shown on the table under success, the player records the rewards on their record sheet
4. Some offices come with additional bonus actions. Read and take these bonus actions as instructed

Tribune

Required Action - Pick Challenge Level

Action Level	Legislative Achievement	Success (Min. roll)	Bonus Skill (+1 / level)	Reward
I	Small agrarian law: found a colony in Gaul	2	Populism	+1 dignitas
II	Substantial agrarian law: found 3 colonies in Italy	4	Populism	+2 dignitas; +1 populism
III	Colossal redistribution of the *ager publicus* to poorer Roman farmers. Gain the cognomen, *Publicola*	6	Populism	+3 dignitas; +1 populism; +2 VP

Aedile

Optional Actions

Sponsor Games: Gain 1 VP for every point of wealth spent up to a maximum of 3 wealth.
Subsidize Grain: Gain 1 VP for every point of wealth spent up to a maximum of 3 wealth.

Required Action- Pick Challenge Level

Action Level	City Maintenance Achievement	Success (Min. roll)	Bonus Skill (+1 / level)	Reward
I	Maintain sewage and drainage systems in Rome	2	Admin	+1 dignitas
II	Restore and improve the facades of temples in the Forum	4	Admin	+2 dignitas; +1 populism
III	Construct a fantastic new aqueduct system and gain the cognomen *Fabricius*	6	Admin	+3 dignitas; +1 populism; +2 VP

Praetor

First roll a die to determine whether the player's praetorship is spent adjudicating legal cases at Rome (1-2) or governing one of the provinces of Spain (3-6)

Praetor at Rome - Required Action - Pick Challenge Level

Action Level	City Administration Achievement	Success (Min. roll)	Bonus Skill (+1 / level)	Reward
I	Administer justice competently	2	Law/Admin	+2 dignitas;
II	Restore and improve the facades of temples in the Forum	4	Law/Admin	+4 dignitas; +1 PC/turn
III	Construct a fantastic new aqueduct system and gain the cognomen *Fabricius*	6	Law/Admin	+6 dignitas; +2 PC/turn

Praetor in Spain - Optional Action

Extort from province: Steal wealth of the province & gain 3-5 wealth points for 1-3 infamy points (3-1, 4-2, 5-3).

Praetor in Spain - Required Action - Pick Challenge Level

Action Level	Provincial Administration Achievement	Success (Min. roll)	Bonus Skill (+1 / level)	Reward
I	Competent administration with an attention to justice for provincials	2	Command/Admin	+2 dignitas; +1 Wealth
II	Competent administration that generates new revenue in the province	4	Command/Admin	+4 dignitas; +2 Wealth
III	Superlative administration and command: Defend the province against barbarian attacks. Gain the cognomen *Ibericus*	6	Command/Admin	+6 dignitas; +3 Wealth

Consul

Required Action

Action Level	Provincial Administration Achievement	Success (Min. roll)	Bonus Skill (+1 / level)	Reward
I	Hound the enemy strategically and keep the army intact	2	Command	+2 dignitas; +1 Wealth
II	Win a significant victory in pitched battle against the enemy army	4	Command	+4 dignitas; +2 Wealth
III	Win a crushing victory over the enemy, worthy of a triumphal procession in Rome. Earn the cognomen Marcellis	6	Command	+6 dignitas; +3 Wealth