

Path of Honors A1.26 (Begun 2/22/26)– A Roman Republic Political Roll-and-Write for 1-6 players. Solo Game and Multiplayer Variant

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Version Log

1.25: Revised multiplayer rules from earlier versions that were not in 1.20.

1.26: Revised VP tokens and values; wordings of some rules clarified

Introduction

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

Components

Rulebook

1 Record Sheet for each player

1 Dice aid for each player

Up to 6 dice per player

Coins or cubes to represent wealth (optional)

Victory Tokens (sheet on p. 8; optional)

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 run for 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 (the 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 Office Actions and Rewards to increase one **dignitas** level, that new 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 take more than one turn to complete all the boxes necessary to go up a level. 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 points for that skill.** Circle the VPs in the row of the skill in the Skill box. [(Optional), take the victory token for that skill and the VPs listed on the token.]
7. Spend **wealth** points on items in the **Luxuries** table. If the player purchases luxuries, they earn the victory points for those luxuries:
[(Optional) take the correct victory token and victory points for that luxury.]
8. For each "1" on a resource die (after the maximum three rolls), mark 1 **infamy** in the **Infamy** box.

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

1. At most, only one election 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 **resource dice** (based on their current level of **Dignitas**) 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) they have held it *suo anno*. [(Optional) 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 with players adding the wealth and skill bonuses they included on the first election roll.

C. Taking Office Actions and Determining Office Rewards (See A.2)

- 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). (See pages 12-14 for tables).
 - a. They select whether they want to attempt 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 relevant skill listed under bonuses in the action chart, 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) write the cognomen in the player name spot and add +3 VPs in the VPs box for that turns office. [(Optional) Take a cognomen victory token]***
 - 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). Any VP for Holding the office (listed in the *Honores* box) + any VPs gained through a successful action roll on the Office Actions and Rewards for that office are added together and written in the Office Held and VPs Box on the Turn Track.
 - a. Calculating VPs for an office. If the player has held an office on the first opportunity, *suo anno* (i.e. in the turn when the election is listed in the Turn Track) they receive the full VP value listed in the *Honores* box.. 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 Quaestor, Tribune, or Aedile; 2 VP for Praetor; 4 VP for Consul; 5 VP for Censor.

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 those offices because they are always worth at least 1 victory point. If a player wins election as Consul 1 turn after the scheduled time on the track, they receive 6VP; for every turn after, holding the consulship is only worth 4VP.
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** rewards from holding office (Listed on the Office Held and VPs box on the Turn Track) See C.2.a for calculation.
 - + **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

[(OPTIONAL) 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 (order of play in the Action Phase and Elections Phase, number of turns in the game (12)) except for changes in how and when elections are held and a minor change to scoring. The changes are listed here:

Identify a first player

The designated first player in the game is the player who says something in Latin first. When the new turn begins, the first player is the one immediately to the left of the current first player. At the start of each turn, the player immediately to the left of the first player becomes the new first player.

Elections Phase

During the elections phase, any player, beginning with the first player (see above) can announce they will run for a single office they are eligible for, or pass. Note: the specific turns in which *suo anno* elections are held on the single player Turn Track is ignored in multiplayer. Other than this difference, the rules of office-holding eligibility in multiplayer are somewhat different. A player may:

- i. Only run for one office in a single turn
- 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.

Declaring elections: At the start of the election phase, the first player Players may call an election for any office they are eligible for during the election phase (so the suo anno listings of offices of when elections must be held on the single player turn track are ignored). More than one election may be held during the elections phase, but no player can run for more than 1 office during the holding elections phase.

If the first player chooses to run for an office, they declare the office they will run for. Then each player in order starting with the player to the left of the first player must declare if they will

- A. Run for the election that has been already declared by a player
- B. OR Declare they will run for an election that has not yet been declared
- C. OR Pass and not run for any office

Once all players have either passed or declared they will run for an election, elections will be held in the order they were declared. For example, if

1. the first player declares they will run for aedile (and is eligible)
2. The second player declares they will also run for aedile (and is eligible)
3. The third player decides instead to declare they will run for Tribune
4. The fourth player passes

Then there will be two elections, first the election for aedile and second the election for Tribune.

Supporting Candidates or Oneself

Before each declared election roll, any player can bribe the voters in favor of any candidate at the rate of 1 wealth = +1 to vote roll. So they may, for example, spend wealth to improve the vote roll of another player they support.

Election Includes an oppo-bot

The oppobot will also run for each election to provide a minimum vote that the winner of the election must surpass to win the election. Designate a player and have them roll the number of oppo-bot dice designated in the Honores box in the row for the particular office.

Multiplayer Scoring

For scoring, the player who first holds an office receives the full victory points for the office. Each successive holder of the office reduces the full victory point score for the office by 2 to a minimum no lower than:

1 VPs for Aedile.

2 VPs for Praetor

4 VPs for Consul

5 VPs for Censor

So, for example, the first player to be praetor earns 6 VP, the second 4 VP, every holder afterwards 2VP.

The first player to be aedile earns 4 VP, the second 2, every holder afterward, 1VP.

Player Record Sheet and Dice Aid

NAME: _____

Praenomen	Nomen	Cognomen(s)										
DIGNITAS			BONUS		HONORES							
Lvl Dignitas	PC/Turn	Dice	Office	Opp. Dice	PC Bonus	VP 1 st Place						
<input checked="" type="checkbox"/> I <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-		<input type="checkbox"/> CENSOR	7	--	9						
<input type="checkbox"/> II <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2		<input type="checkbox"/> CONSUL	6	+3	8						
<input type="checkbox"/> III <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4		<input type="checkbox"/> PRAETOR	5	+2	6						
<input type="checkbox"/> IV <input type="checkbox"/>	8		<input type="checkbox"/> AEDILE	4	+1	4						
<input type="checkbox"/> V <input type="checkbox"/>	12		<input type="checkbox"/> TRIBUNE	3	+1	2						
For level V, 1DP = 1VP			<input type="checkbox"/> QUAESTOR	2	+1	2						
RESOURCE DICE			<input type="checkbox"/> INFAMY <input type="checkbox"/> 1 POLITICAL CAPITAL or 2 SKILL <input type="checkbox"/> 2 POLITICAL CAPITAL <input type="checkbox"/> 1 SKILL or 2 WEALTH <input type="checkbox"/> 3 WEALTH <input type="checkbox"/> 1 POLITICAL CAPITAL & 1 WEALTH									
SKILLS			INFAMY: <input type="checkbox"/>									
Skill	Level		Effect per Level			VP						
ORATORY	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	+1 political capital / turn		5						
MONOMACHY	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	+1 votes up through Aedile election		5						
LAW	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	Change one resource die each turn to 5		5						
POPULISM	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	+2 votes for elections		5						
ADMIN.	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	Change one resource die (not 1) +/-1/turn		5						
COMMAND	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	+4 votes for consulship election		5						
LUXURIES												
	Cost	VPs		Cost	VPs							
<input type="checkbox"/> FINEST CLOTHING	3	2	<input type="checkbox"/> FURNISHED LIBRARY	8	6							
<input type="checkbox"/> DINING SILVER	3	2	<input type="checkbox"/> LUXURY VILLA	10	8							
<input type="checkbox"/> EPIC DRAMA	4	3	<input type="checkbox"/> STATUE	6	4							
<input type="checkbox"/> LEGENDARY LINEAGE	4	3	<input type="checkbox"/> EQUESTRIAN STATUE	8	6							
<input type="checkbox"/> SPLENDID DOMUS	8	6	<input type="checkbox"/> VICTORY TEMPLE**	10	10							
<input type="checkbox"/> 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							

	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)

Optional Victory Tokens

Offices (first row: held *suo anno*)

AEDILE 4 VP	PRAETOR 6 VP	CONSUL 8 VP	CENSOR 9 VP
AEDILE 2 VP	PRAETOR 4 VP	CONSUL 6 VP	CENSOR 7 VP
AEDILE 1 VP	PRAETOR 2 VP	CONSUL 4 VP	CENSOR 5 VP
AEDILE 1 VP	PRAETOR 2 VP	CONSUL 4 VP	CENSOR 5 VP
AEDILE 1 VP	PRAETOR 2 VP	CONSUL 4 VP	CENSOR 5 VP
AEDILE 1 VP	PRAETOR 2 VP	CONSUL 4 VP	CENSOR 5 VP

Cognomens from Office Achievements

PUBLICOLA 4 VP	FABRICIUS 4 VP	MARCELLUS 6 VP
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Cognomens for maximum level in a skill

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

Luxuries

FINEST CLOTHING 2 VP	DINING SILVER 2 VP	EPIC DRAMA 3VP
LEGENDARY LINEAGE 4VP	FINEST FURNISHINGS 6 VP	FURNISHED LIBRARY 6 VP
LUXURY VILLA 8 VP	STATUE 6 VP	EQUESTRIAN STATUE 8 VP
VICTORY TEMPLE 10 VP		

Yearly Omens Table

Roll (2d6)	Omens	Effects
2	Plague erupted in some surrounding towns. The skies rained earth, lightning struck soldiers under Appius Claudius' command. (10.31) <i>Trade conditions are poor from plague in the towns</i>	-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) <i>The signs of triumph from ox and child signal abundance for the year (24.10)</i>	+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) <i>Ghostly magistrates offer Good fortune to earthly ones</i>	+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) <i>Drought damages crops</i>	-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) <i>The omens of arms and fleets indicate a year of skill-honing to prepare for Rome's glory is auspicious</i>	+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) <i>Exceptional good fortune for stoneworkers</i>	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) <i>The variety in omens suggests a popularity with different kinds of voters this year</i>	+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. <i>Earthquakes damage properties</i>	-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) <i>Weeping Apollo signifies public scandals and embarrassments.</i>	-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) <i>The wolf in particular refers to Rome's glory and enhances your dignitas.</i>	+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) <i>The comet in particular, marks an auspicious election.</i>	+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

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 <i>ager publicus</i> to poorer Roman farmers. Gain the cognomen, <i>Publicola</i>	6	Populism	+3 dignitas; +1 populism; +2 VP

Aedile

Aedile Optional Actions (Note: An Aedile may do both actions and spend up to 3 wealth for each action.)

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.

Aedile Required Action- Pick Challenge Level

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; gain cognomen <i>Fabricius</i>	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 <i>Fabricius</i>	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 <i>Ibericus</i>	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