

It is 241 BC, after the outbreak of the Second Punic War. You conquer Sicily, except for Syracusan territory.

You annex the following territories: Corsica - 238 BC, Sardinia - 238 BC

Add these to your province sheet and adjust your tax income and maintenance expenses.

The Roman Empire at 44 BC at the death of Caesar :

Your empire has inherited: Cyrenaica - 96 BC, Bithynia - 74/75 BC

Add these to your province sheet and adjust your tax income and maintenance expenses.

Your great Civilization has built the Roman Amphitheatres, which were built throughout Empire. The amphitheatres were vital gathering points for discussions of politics and entertainment in ancient times. The amphitheatre structural design is still used all over the world today. Your Empire gains one (1) Civilization Value point. Check the appropriate box on the Civilization Advancement chart on your Player Card, and return this card to the bottom of the Fate Card pile.

Your great Civilization has built the Roman Roads, which spanned the Roman Empire, spreading Roman legions, culture and immense influence throughout the known world. The first major road was Via Appia, which was primarily used for military movement. Your Empire gains one (1) Civilization Value point. Check the appropriate box on the Civilization Advancement chart on your Player Card, and return this card to the bottom of the Fate Card pile.

Your great Civilization has contributed Roman Literature. The Latin alphabet and language influenced numerous languages in the western world, with roots reaching back to ancient Latin. Famous Roman writers such as Livy, Plutarch, and Cicero, among others, provided the rich sources of Roman history that we rely upon today. Your Empire gains one (1) Civilization Value point. Check the appropriate box on the Civilization Advancement chart on your Player Card, and return this card to the bottom of the Fate Card pile.

It is 211 BC, after the Second Punic War. You conquer Syracuse, complete control of Sicily - 211 BC and Carthaginian Spain - 206 BC.

Add these to your province sheet and adjust your tax income and maintenance expenses.

Your great Civilization has built the Roman Aqueducts, which are among the greatest achievements of the ancient world. The running water, indoor plumbing and sewer system carrying away disease from the population within the Empire wasn't surpassed in capability until very modern times. Your Empire gains one (1) Civilization Value point. Check the appropriate box on the Civilization Advancement chart on your Player Card, and return this card to the bottom of the Fate Card pile.

Your great Civilization has built the Roman Colosseum. The Colosseum, (the Flavian Amphitheatre) is one of Rome's most famous buildings and enduring monuments to the culture of the ancient Romans. Your Empire gains one (1) Civilization Value point. Check the appropriate box on the Civilization Advancement chart on your Player Card, and return this card to the bottom of the Fate Card pile.

Your great Civilization has built the Roman Baths. These structures were the first of their kind, and played a major role in the expansion of the Empire in that it enabled large populations to grow in a city by washing disease away. Your Empire gains one (1) Civilization Value point. Check the appropriate box on the Civilization Advancement chart on your Player Card, and return this card to the bottom of the Fate Card pile.

Your great Civilization has discovered the Roman Legion. The Roman Legion, the ultimate military machine of the ancient world, was the catalyst that spread Roman conquest and civilization throughout the known world. With superior tactics and organization, the Legion was an unstoppable force for nearly a millennium. Your Empire gains one (1) Civilization Value point. Check the appropriate box on the Civilization Advancement chart on your Player Card, and return this card to the bottom of the Fate Card pile.

Your great Civilization has developed the Roman Forum. The Forum was essentially the center of the city. All major structures were built around this focal point in a grid pattern. This core city design influenced the way a great many major cities are structured even today. Your Empire gains one (1) Civilization Value point. Check the appropriate box on the Civilization Advancement chart on your Player Card, and return this card to the bottom of the Fate Card pile.

The Goths cross the Danube River into Thracia in 251 AD. Emperor Decius is defeated at Abrittus. You have lost the province of Thracia to the barbarian invasion. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Goths harass Dacia in AD 260s and force the Romans to retreat from the province. You lose the province of Dacia to the barbarian invasion. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Goths cross the Danube River into Macedonia in AD 268. You lose the province of Macedonia from the barbarian invasion. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Visigoths raid the Balkans and Greece, AD 395-97. You lose the province of Achaia to the barbarian invasion. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Franks cross the Rhine River into Gaul, and sack the city of Tarraco in 260 A.D. You have lost the province of Tarraconensis to the barbarian invasion. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Goths raid the coasts of northern Turkey, AD 256. You have lost the province of Bithynia et Pontus to the barbarian invasion. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Alemanni invade Gaul, AD 260. You lose the province of Germania Superior from the barbarian invasion. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Vandals and the Sarmatians cross the Danube River in AD 270. You lose the province of Pannonia Superior to the barbarian invasions. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Vandals, Alans and Sueves (Suebi) invade Gaul AD 406. You lose the province of Aquitania to the barbarian invasions. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Sueves (Suebi) cross the Pyrenees and settle in Spain, AD 409. You lose the province of Lusitania to the barbarian invasion. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Vandals cross the Pyrenees and settle in southern Spain, AD 409. You lose the province of Baetica to the barbarian invasion. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

The Visigoths under Alaric invade Italy, AD 410, and sack Rome. You lose the province of Italia from the barbarian invasion. Uncheck that province on your Player Card and adjust your Maintenance Costs accordingly.

King Attalus III dies and leaves his kingdom to your great Roman Empire in 129 BC. You acquire the province of Asia. Check that province on your Player Card and adjust your Maintenance Costs accordingly.

King Nicomedes dies in 75 BC, leaving his kingdom to your great Roman Empire. You acquire the province of Bithynia et Pontus. Check that province on your Player Card and adjust your Maintenance Costs accordingly.

Upon the death of the king of Mauretania in 40 AD, the provinces of Mauretania Caesariensis and Mauretania Tingitana are annexed into the Empire. Add these two provinces to your empire. Check these two provinces on your Player Card and adjust your Maintenance Costs accordingly.

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