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ROME & ROLL

CHARACTER EXPANSION



SKU: ROM002



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EXPANSION CONTENT

Additional Components

- 3 dry-erase Character sheets:
 - Artifitrix
 - Nobilis
 - Pontifex



Setup Changes

- When selecting character sheets, include Nobilis, Pontifex, and Artifitrix into the available sheets for players to select.
- If a player is playing as Pontifex, they gain a starting bonus that requires them to take a Gods' Favour card (any except Saturn) - do this after the standard setup steps are complete: choose one of the available Gods' Favour cards (except Saturn) and place it in front of them.

Advisors FAQ

Artifitrix

- **Calogerus:** The ability that gains  on all blue dice only affects your chosen dice, not the dice any other players choose.

Nobilis

- **Verissimus:** The 3rd die gained allows you to take a 3rd turn in the Actions Phase this round, after all other players have played their turns.
- **Ludovicus:** “When taking an Expand action, gain the region’s resource”: If you renovate multiple roads in a single action, you only gain the region’s resource once in total (i.e. it’s the action that triggers the bonus, not each renovated road).

Pontifex

- **Zephyrinus:** “Once per round, you may spend  (storage yard) to take a different action with the same die”. This means, just after performing a main action, you may spend 1  from your storage yard to **immediately** take another, **different**, main action, re-using the same die you just used. Action icons may be reused for the new action if appropriate, but any resources on the die that were used may not be used again when taking the second action.

- **Zephyrinus:** “Whenever you gain a  or a , you may gain the other instead.”

Exception: When performing the Trade action, you cannot use this ability as part of the trading of 3 resources for coins. Neither can you use the ability when using the passive Trading effect that triggers one of your production buildings (on any player’s turn); if a building you trigger production on due to any player’s Trade action gives you coins or Jewellery, you are not allowed to use this advisor’s power to gain the other type instead.

Pontifex (in solo play)

- **Pompilius:** His power “Whenever another player builds a Religious building, gain 1 ” will trigger whenever Seneca successfully *claims* the Religious Building during a **Construct & Rubble** action (even though he doesn’t draw a Religious building onto the map.) If Seneca isn’t able to actually claim it (as his or your Foreman is already on the Religious card), this *doesn’t* count as triggering Pompilius’ ability.



Warning! Not suitable for children under 36 months. Small parts – choking hazard.

