

CURSUS HONORUM ROLL & WRITE (A1.8)

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Note for playtesters and interested folk,

Greetings and thank you so much for your interest in this! This is a game designed for classroom use (my HS seniors students taking a Roman Republic class). As of 1/10/24 it is in it's initial prototype state – I've played the starting turns by myself to work out basic kinks, but it has **a lot of** work left to be done. It will assuredly have areas to fix, but should be playable enough for a class or for fun. Feel free to adjust as needed for your classes. An area that will need more work is the skills and riches (OPULENTIA) sections and the victory point values. Please feel free to contact me any time for any clarifications if they will help you play.

Optimal number of players is 3 – 6: groups of 4 seems to be the best

I am considering turning it into a future prototype with more physical pieces but for now, all information is kept on the character record sheet. The game needs a few cubes or markers so that player can mark on the board any office they have held, and 6 dice.

PS I know how cool the game would be with custom dice but I am definitely not at that stage yet

I would be grateful for **any** constructive feedback or criticism you have and you can reach me by any of the means above. Thank you so much!

Very Best,

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Prototype A1.6 (1/12/24)

- Revised election system from initial system
- changed Latin terms into English for comprehension and precision
- Wrote set up rules

Prototype A1.8 (1/16/24)

- Revised and simplified election system – now there is an election phase at the end of each play phase and player's vote dice come straight from main dignitas level # of dice.

Rules

This is a competitive game where each player takes the role of a young Roman aristocrat attempting to win the prestige and votes to have a stellar political career and advance up the *Cursus Honorum*—the ladder of offices only the most prestigious and dignified members of the political class hold: Aedile, Praetor, Consul.

The game ends when either

- 2 Players have been elected to the censorship

- Players agree to end

The winner in either case is the player with the greatest number of victory points.

Set-up

Each player gets 1 record sheet and 1 quick reference sheet and 4 office markers (use cubes or scraps of paper, or just write names of office winners on the HONORES)

Up to 6 dice for the whole group (each player can have their own dice, but make sure they take their complete turns 1 at a time)

The HONORES sheet recording political offices is put in the middle of the table

Rules of Play

Play takes place in **rounds** each with a **Player Action Phase** and an **Elections Phase**. Most actions are recorded on the player's record sheets. The results of elections are marked with colored cubes on the HONORES chart

Player Action Phase

Players each take one turn in order during the **Player Action Phase**. During their turn, **each player** goes through the following list of actions **in order**:

1. Roll the number of dice allowed by the player's current **DIGNITAS** level (3 at the start of game) up to three times, locking in any dice rolls until three rolls of one or more dice have been completed. Any dice roll of **DISAPPROVAL (1)** may not be re-rolled.
2. Calculate losses from **DISAPPROVAL (1s)** rolled this turn
 - a. 1 **DISAPPROVAL** = No ill effects
 - b. 2 **DISAPPROVAL** = +1 **SHAME**
 - c. 3 **DISAPPROVAL** = -1 point (1 checkbox) **DIGNITAS** (+2 **SHAME** instead if the player does not have any stages of **DIGNITAS**)
 - d. 4+ **DISAPPROVAL** = -2 points (2 checkboxes) **DIGNITAS** (+3 **SHAME** instead if the player does not have sufficient points of **DIGNITAS**)
3. **DIGNITAS Upkeep** – Each Level of **DIGNITAS** requires a sum of **POLITICAL CAPITAL (PC)** for upkeep each turn. If the player does not have the required **POLITICAL CAPITAL** for upkeep for their current level of **DIGNITAS** the penalty is either
 - a. The player loses one point of the **DIGNITAS** level (1 point = 1 checkbox). If the player has no stages complete in their current **DIGNITAS** level, they drop down to the highest stage of the next highest **DIGNITAS** level

OR

if the player's DIGNITAS is at the first stage of level 1, the player gains +2 SHAME

4. Spend extra POLITICAL CAPITAL to level up DIGNITAS
 5. Conduct POLITICAL ATTACK (attacks another player's DIGNITAS through political insult or injury). For each die of POLITICAL ATTACK A player directs to another, target, player either:
 - a. Gains 1 point of a DIGNITAS level while their target loses 1 point of their current level of DIGNITAS
- OR**
- (if the target player is at the stage 1, Level I DIGNITAS); Inflicts +1 SHAME on the target
6. Spend SKILL points (benefits from any acquired skill begin on the round after they are acquired)
 7. Spend or save WEALTH points

Elections Phase

During the elections phase any player can announce they will run for a single office. More than one election may be held during this holding elections phase, but no player can run for more than 1 office during the holding elections phase.

- i. Then any player who wishes to run for the same office must declare so (they cannot have previously held the office in question).
- ii. All candidates roll the total number of votes dice allowed by their DIGNITAS level; the candidate with \geq the minimum votes required and the greatest number of votes wins the office.
 1. If no player rolls votes \geq the minimum required for the office, no one wins the election.

Scoring:

Total the victory point value of each SKILL and LUXURIES the player has earned

Add the VP value of any offices held:

NOTE: The VP value listed on the record sheet of the offices aedile, praetor, consul, and censor is the number of VP the player who first holds the office gets. The VP value goes down for each successive election winner by 2.
Example: The first player to win the consulship gains 6 VP at then end of the game; the second player to win receives 4; the third player to win the consulship receives 2.

Subtract 1 VP for each checkbox of SHAME the player has

Player Materials

NOMEN:		DIGNITAS (PC)	
DICE <input type="checkbox"/> DISAPPROVAL 3 WEALTH <input type="checkbox"/> 3 SKILL 3 POLITICAL CAPITAL <input type="checkbox"/> 2 PC or 2 SKILL POLITICAL ATTACK		Level Cost Upkp / Turn I <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2	II <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 4
		III <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 6	IV <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 8

HONORES (V)				WEALTH (W)
Office	Min. Vote	Total PC Bonus	VP	
<input type="checkbox"/> CENSOR	18	+5	9	
<input type="checkbox"/> CONSUL	16	+4	8	
<input type="checkbox"/> PRAETOR	10	+3	6	
<input type="checkbox"/> AEDILE	7	+2	4	
<input type="checkbox"/> PL. TRIBUNE	5	+1	2	
<input type="checkbox"/> QUAESTOR	5	+1	2	

SKILLS (SKILL)		
Skill	Cost	Effect
<input type="checkbox"/> ORATORY	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1 POLITICAL CAPITAL / turn
<input type="checkbox"/> MONOMACHY	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1 POLITICAL CAPITAL /turn
<input type="checkbox"/> COMMAND	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3 votes for consulship
<input type="checkbox"/> COMMON TOUCH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1 votes per vote die rolled
<input type="checkbox"/> POLITICKING	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1 votes per vote die rolled

LUXURIES (WEALTH)			SHAME	
Luxury	Cost	VPs	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> ROMAN DOMUS	4	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> ITALIAN VILLA	5	5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> LEGENDARY LINEAGE	6	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> STATUE (COS.)	8	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> VICTORY TEMPLE (COS)	10	10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Scoring:

LUXURIES VPs + VPs value of any offices held

- Subtract 1 VP for each checked box of SHAME

Quick Reference

Order of Play

Player action phase

1. Roll dice – up to three times, locking in any dice A roll of SHAME (1) may not be re-rolled.

<input type="checkbox"/> DISAPPROVAL	3 WEALTH
<input type="checkbox"/> 3 SKILL	3 POLITICAL CAPITAL
<input type="checkbox"/> 2 PC or 2 SKILL	POLITICAL ATTACK

2. Calculate losses from DISAPPROVAL rolled this turn

- 1 DISAPPROVAL = No ill effects
- 2 DISAPPROVAL = +1 SHAME
- 3 DISAPPROVAL = -1 point (1 checkbox) DIGNITAS (+2 SHAME instead if the player does not have any stages of DIGNITAS)
- 4+ DISAPPROVAL = -2 points (2 checkboxes) DIGNITAS (+3 SHAME instead if the player does not have sufficient DIGNITAS)

3. Maintain DIGNITAS level by spending required POLITICAL CAPITAL upkeep. Failure to spend required upkeep is to lose 1 point (checkbox) of DIGNITAS

DIGNITAS (PC (PC/TURN _____))			
Level	Stage	Upkeep	Dice
I	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	
II	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	
III	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	8	
IV	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	10	

4. Use extra POLITICAL CAPITAL to level up DIGNITAS
5. Make a POLITICAL ATTACK against an enemy
6. Spend SKILL points (benefits from any acquired skill begin on the round after they are acquired)
7. Spend or save WEALTH points

Elections Phase

HONORES

CENSOR				
1st	2nd	3rd		
CURSUS	HONORUM	CONSUL		
		1st	2nd	3rd
		PRAETOR		
		1st	2nd	3rd
		AEDILE		
		1st	2nd	3rd

TRIBUNUS PL.
QUAESTOR