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| <p>Dictator Entry: Roman Campaign Phase if an Emergency is in effect (RRR 5.15). LAMs are determined by 5.14. Election Segment of the Magistrate Election Phase if an Emergency is in effect (RRR 5.15)</p> <p>Chosen: Any leader not in play that has celebrated a Triumph, OR Randomly from the pool</p> <p>Placed: In Rome</p> <p>Army Command: Overall Commander (see 5.12) Four double legions (two consular armies) [a] Superior to Consuls, Proconsuls, and Praetors [b]</p> <p>Imperium: Has permission of the Senate to Campaign in any playable province [c] Not assigned a specific province Removed from play in the next Magistrate Election Phase [m]</p> | <p>Magister Equitum Entry: Whenever a Dictator is chosen at the Roman player's option</p> <p>Chosen: Any leader not in play with an ID# within 5 of the Dictator's ID#</p> <p>Placed: In Rome, OR Any Consular Army in Italy</p> <p>Army Command: Overall Commander (see 5.12). Cannot conduct Manpower or Diplomatic Operations. Two double legions (one consular army) Superior to Consuls, Proconsuls, and Praetors [b]</p> <p>Imperium: Has permission of the Senate to Campaign in any playable province [c] Not assigned a specific province Removed from play in the next Magistrate Election Phase [m]</p> |
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| <p>Consul (Rome) Entry: Election Segment of the Magistrate Election Phase</p> <p>Chosen: Consul for Rome from the prior year if he celebrated a Triumph, OR Any Magistrate, other than a Praetor, that celebrated a Triumph, OR Randomly from the pool [d]</p> <p>Placed: In same hex as the previous Consul for Rome [e] Army Command: Overall Commander (see 5.12) unless a Dictator is in play [f] Two double legions (one consular army) [a] Superior to Proconsuls and Praetors [b]</p> <p>Imperium: Has permission of the Senate to Campaign in Roman Italy [c] May be assigned Latium or any other province occupied by a consular army [g][h] Removed from play in the next Magistrate Election Phase unless Prorogued in the assigned province [i] [m]</p> | <p>Consul (Field) Entry: Election Segment of the Magistrate Election Phase Chosen: Field Consul from the prior year if he celebrated a Triumph, OR Any Magistrate, other than a Praetor or the Consul for Rome, that celebrated a Triumph, OR Randomly from the pool [d]</p> <p>Placed: In same hex as the previous Field Consul if assigned a province [e], OR Rome if not assigned a province</p> <p>Army Command: Overall Commander (see 5.12) unless a Dictator is in play [f] Two double legions (one consular army) [a] Superior to Proconsuls and Praetors [b]</p> <p>Imperium: Has permission of the Senate to Campaign in the assigned province [c] Has permission of the Senate to Campaign in Roman Italy if not assigned a province [c] May be assigned any province other than Latium occupied by a consular army [g]</p> |
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| <p>Proconsul Entry: Election Segment of the Magistrate Election Phase if needed [i] Roman Campaign Phase if needed [i]</p> <p>Chosen: Randomly from the pool</p> <p>Placed: In a hex with a legion that triggered the need</p> <p>Army Command: Two double legions (one consular army) [a] Superior to Praetors [b]</p> <p>Imperium: Has permission of the Senate to Campaign in the assigned province [c] Must be assigned to a province occupied by a consular army [g] [k] Removed from play in the next Magistrate Election Phase unless Prorogued in the assigned province [m]</p> | <p>Praetor Entry: Election Segment of the Magistrate Election Phase if needed [l] Roman Campaign Phase if needed [l]</p> <p>Chosen: Randomly from the pool</p> <p>Placed: In a hex with the legion that triggered the need</p> <p>Army Command: One double legion</p> <p>Imperium: The assigned double legion Has permission of the Senate to Campaign in the province his legion is currently in [c] Removed from play in the next Magistrate Election Phase. May be Prorogued to the assigned legion if the need is still present [l] [m]</p> |
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| <p>Urban Praetor Entry: Election Segment of the Magistrate Election Phase</p> <p>Chosen: Randomly from the three available Urban Praetors, OR Randomly from the pool</p> <p>Placed: Rome</p> <p>Army Com Urban Legion, OR Two Double Legions (Force Movement only, see RRR 5.18)</p> <p>Imperium: None (see RRR 5.18) Removed from play in the next Magistrate Election Phase. [m]</p> |
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Notes:

- a** = A Dictator may seek the Senate's permission to Campaign with more than four double legions (RRR 5.48). A Dictator cannot command armies and must remain in Rome if a Magister Equitum is used.
- b** = A Roman magistrate cannot Campaign with a Force larger than four double legions (RRR 5.23 and Note a above). Larger forces are allowed while defending (8.21 and 9.0) or as a result of Coordination (8.25).
- The superior leader in the force is always treated as an OC for the purposes of 5.13 A and B.
- c** = May not enter Rome with force without the Senate's Permission (RRR 5.42)
- d** = See 5.11 for a special exception for the Samnite and Pyrrhus scenarios
- e** = If the previous holder of the magistrate was Prorogued (RRR 5.35), place the magistrate either in Rome or with any force in their assigned province.
- f** = Each consul is treated as an Overall Commander for army command. Consuls cannot Campaign together. They may intercept and participate in combat together. Use 5.44 to determine whose ratings are used.
- g** = May not be assigned to a province that is already assigned to another magistrate
- h** = Must roll for Senate permission to be assigned a province outside Romans Italy
- i** = A Consul that hasn't been assigned a Province cannot be Prorogued (RRR 5.35)
- j** = A Proconsul may only be brought into play if there is a Consular army in a province that could not be commanded by another magistrate already in play.
- k** = If the consular army triggering the need is already assigned to another magistrate, the Roman player picks any other unassigned province.
- l** = A Praetor may only be brought into play or Prorogued if there is a double legion in a province that could not be commanded by another magistrate already in play. The number of Praetors in play is limited to 50% of the number of other non-Praetor magistrates in play.
- m** = Magistrates in besieged cities other than Rome are not removed and are subject to The Visit from Pluto. Consuls, Proconsuls, and Praetors may be Prorogued if eligible. Magistrates that can't be Prorogued and those the player chooses not to Prorogue are removed from play when the Siege is resolved. Dictators, Magister Equitum, and Consuls are treated as Proconsuls with the highest ranked leader considered in command for the duration of the Siege. Ties give the choice to the player.