Common Action Cards

No Sacrifices Were Made
1 — E

The passive player may not play an interrupt card this turn.

Clear Signs from the Gods
1 — C

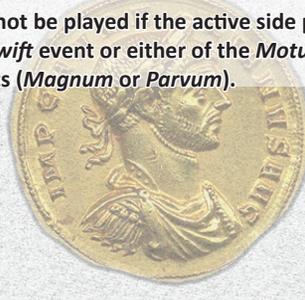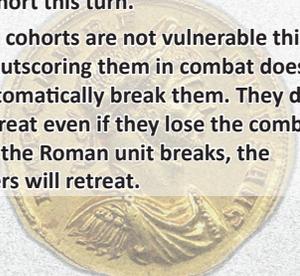When drawing cards from the deck for combat this turn, you may look at each card first, and then decide whether to play it for its combat value, or to put it in your hand and play a card from your hand, instead.
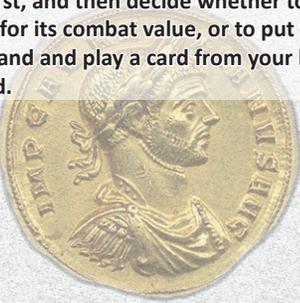
Dispositus
1 — E

Any/all active units may interpenetrate friendlies any number of times in this turn, by voluntary and/or involuntary movement, without any penalty.
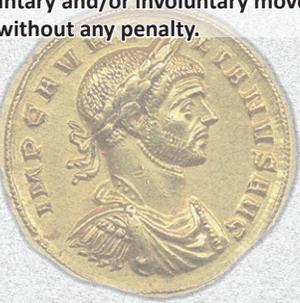
Saggito
2 — E

No cards are removed for shooting in this turn. All are discarded.

Spreading Panic
2 — R

The enemy does not play a rally phase this turn. The phase is skipped.

Restituo
2 — E

All cards used in the rally phase this turn are *discarded*, not removed.

Good Omens
3 — E

Choose any one unit on the active side, anywhere on the table, and remove all DISRs from it.

Expeditus
3 — E

All active units may move through difficult terrain in this turn as if it were open, whether using voluntary or involuntary movement.

They must still apply any penalties in *combat*, however, if they are in difficult terrain.
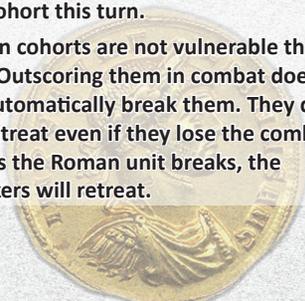
Common Action Cards

Bad Omens — 3 · M

One enemy unit of your choice may not move in this turn.

Navitas — 4 · E

The active side does not remove any cards in the combat phase of this turn. All cards he uses for combat are *discarded*.

High Winds — 4 · S

The enemy does not play a shooting phase this turn. The phase is skipped.

Exploratio — 4 · E

You may examine the cards in the enemy's hand and force him to discard any three of your choice.

Occassio — 5 · E

Shuffle the pile of removed cards and place it face-down. Then draw the top six cards and return them to the game by placing them in your discard pile.

Virtute — 5 · C

Chose any one combat. The active player must place his card for that combat *face-up*, so that you can see its value in laurels, before you place any cards for any combats.

Confusio — 6 · M

The passive player may immediately move one *active* unit in any legal way, but not into contact with any passive units (i.e. it may not charge.)

That unit may not move again in the movement phase of this turn.
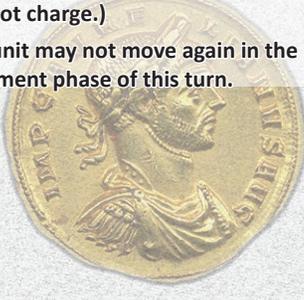
Subitum — 6 · M

The enemy may move only one unit in this movement phase, regardless of the laurels of the card he plays.

May not be played if the active side played the *Swift* event or either of the *Motum* events (*Magnum* or *Parvum*).

Roman Action Cards

TESTUDO — 1 — S
All Roman cohorts that are fired upon in this turn treat their armor values as two higher than they actually are.

TESTUDO — 1 — S
All Roman cohorts that are fired upon in this turn treat their armor values as two higher than they actually are.

DISCIPLINA — 1 — C
All Roman cohorts that are *not* flanked may add +1 to their defense scores in combat this turn.

DISCIPLINA — 2 — C
All Roman cohorts that are *not* flanked may add +1 to their defense scores in combat this turn.

DISCIPLINA — 2 — C
All Roman cohorts that are *not* flanked may add +1 to their defense scores in combat this turn.

COMPOSITO — 2 — E
Any/all Roman cohorts on the active side may make an Adjustment up to 1BW *without* causing DISR.

COMPOSITO — 3 — E
Any/all Roman cohorts on the active side may make an Adjustment up to 1BW *without* causing DISR.

QUADRATUM — 3 — C
Units on the active side do not double their Elan when attacking the flank or rear edges of a cohort this turn.

Roman cohorts are not vulnerable this turn. Outscoring them in combat does not automatically break them. They do not retreat even if they lose the combat. Unless the Roman unit breaks, the attackers will retreat.

Roman Action Cards

Quadratum — 3

Units on the active side do not double their Elan when attacking the flank or rear edges of a cohort this turn.

Roman cohorts are not vulnerable this turn. Outscoring them in combat does not automatically break them. They do not retreat even if they lose the combat. Unless the Roman unit breaks, the attackers will retreat.

Gladius — 4 E

All Roman cohorts on the active side may apply a +1 to their combat scores this turn.

Gladius — 4 E

All Roman cohorts on the active side may apply a +1 to their combat scores this turn.

Magister Equitum — 4 E

Remove all DISRs from one Roman cavalry unit. You may then pivot that unit to face any direction.

This does not prevent the unit from moving normally in this turn's movement phase.
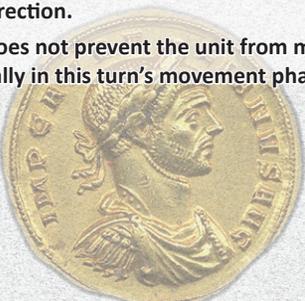
Coordinare — 5 E

Units on the active side may be combined as a Force even though they are of different unit types.

All other normal Force restrictions apply.

Coordinare — 5 E

Units on the active side may be combined as a Force even though they are of different unit types.

All other normal Force restrictions apply.

Motum Parvum — 6 E

After completing the marches you were allowed by your March card, you may play one additonal "free" march.

In this march you may move a force of *Roman M.I. units*, even if they already marched once this turn.

Motum Magnum — 6 E

After completing the marches you were allowed by your March card, you may play one additonal "free" march.

In this march you may move a force of *any* type of units, even if they already marched once this turn.

Persian Action Cards

Charkh
1 E

Add 2BW to the range of all shooting this turn.

Charkh
1 E

Add 2BW to the range of all shooting this turn.

Zend Hapet
1 E

Elephant units receive a +1 modifier in combat if attacking this turn.

They will not panic if required to retreat.

Zend Hapet
2 E

Elephant units receive a +1 modifier in combat if attacking this turn.

They will not panic if required to retreat.
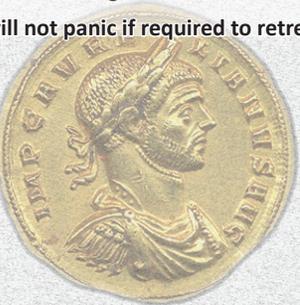
Parthian Shot
2 C

Any/all L.C. units that are eligible to do so may take a Parthian Shot.

Parthian Shot
2 C

Any/all L.C. units that are eligible to do so may take a Parthian Shot.

Parthian Shot
3 C

Any/all L.C. units that are eligible to do so may take a Parthian Shot.

Storm of Arrows
3 C

Any/all enemy units that charge the front edge of Kamandaran units this turn suffer a -2 modifier in combat.

Persian Action Cards

Mard o Mard — 3 — E

All of your cavalry units receive a +1 against enemy cavalry units in combats this turn.

Mard o Mard — 4 — E

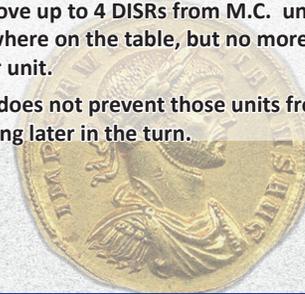All of your cavalry units receive a +1 against enemy cavalry units in combats this turn.

Stor Bezhaisk — 4 — E

Remounts are quickly made available to the elite cavalry.

Remove up to 4 DISRs from M.C. units anywhere on the table, but no more than 1 per unit.

This does not prevent those units from rallying later in the turn.

Zarant — 4 — E

All enemy units charged by Cataphracts and/or Elephants in this turn apply a -1 modifier in combat.

Grivpanvar — 5 — E

Any/all M.C. units add +1 to their attack scores *if they charge in this turn*.

Grivpanvar — 5 — E

Any/all M.C. units add +1 to their attack scores *if they charge in this turn*.
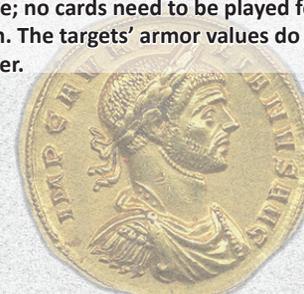
Darken the Sky — 6 — E

All massed archer units cause 1 DISR to their targets this turn in the shooting phase; no cards need to be played for them. The targets' armor values do not matter.

Darken the Sky — 6 — E

All massed archer units cause 1 DISR to their targets this turn in the shooting phase; no cards need to be played for them. The targets' armor values do not matter.

German Action Cards

DRÂTI — 1 E

All of your units making Simple moves this turn, *including charges*, may increase their movement allowance by 1.

DRÂTI — 1 E

All of your units making Simple moves this turn, *including charges*, may increase their movement allowance by 1.

RASCO — 1 E

All of your units making Difficult moves this turn may increase their movement allowance by 1, *as long as they do not charge.*

RASCO — 2 E

All of your units making Difficult moves this turn may increase their movement allowance by 1, *as long as they do not charge.*

BERGAN — 2 C

Any one of your units that has been charged this turn may retreat 1BW directly backwards *before* combat is resolved, if it has space to do so and as long as no enemy contacted its rear edge.

Neither it nor its attacker suffer any DISRs.
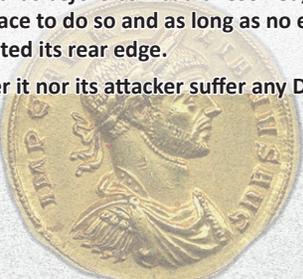
GIWUNTAN — 2 M

All enemy *voluntary* movement in this turn will be at the Difficult movement rates, regardless of terrain or unit traits.

FIRSTOLANI — 3 E

All of your units may move through difficult terrain in this turn as if it were open, whether using voluntary or involuntary movement.

They do not suffer any terrain penalties in combat this turn, neither for difficult ground nor attacking a higher elevation.
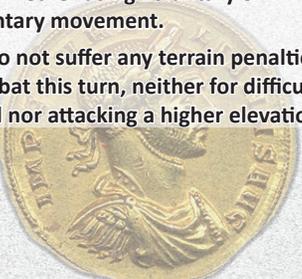
FIRSTOLANI — 3 E

All of your units may move through difficult terrain in this turn as if it were open, whether using voluntary or involuntary movement.

They do not suffer any terrain penalties in combat this turn, neither for difficult ground nor attacking a higher elevation.

HEILAG

3
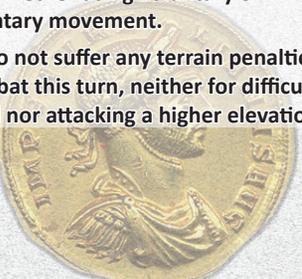
All units on the passive side receive +1 to their combat scores this turn when within 2BW of one of *your* baggage or objective markers, whether the objective is presently controlled by you or not.

HEILAG

4

All units on the passive side receive +1 to their combat scores this turn when within 2BW of one of *your* baggage or objective markers, whether the objective is presently controlled by you or not.

SIGU

4

Units on the active side that win combats this turn do not suffer the usual 1 DISR applied for winning the combat.

SIGU

4

Units on the active side that win combats this turn do not suffer the usual 1 DISR applied for winning the combat.

WACCHAR

5

All attacking units with a Hero add +2 to their combat scores, rather than the normal +1.

WUOSTÎ

5

Each enemy massed unit that *voluntarily* moves through any amount of difficult terrain this turn receives a DISR at the conclusion of its move. If this would break the unit, it may not move.

This penalty does not apply to involuntary movement.

BIHALTEN

6
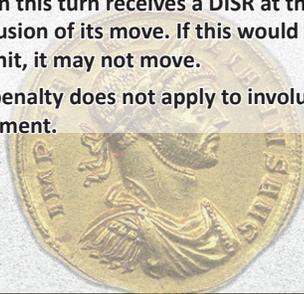
You may move your baggage marker up to 4BW.

SUNFT

6

Immediately place a piece of rough ground, up to 2BW in diameter, anywhere on the table, but not *under* any enemy units.
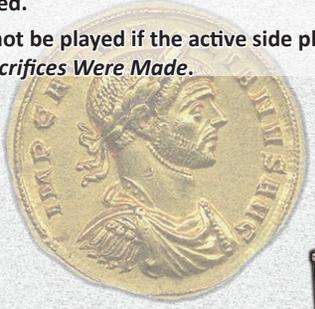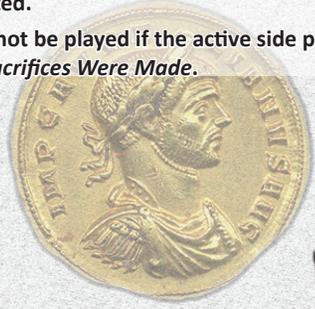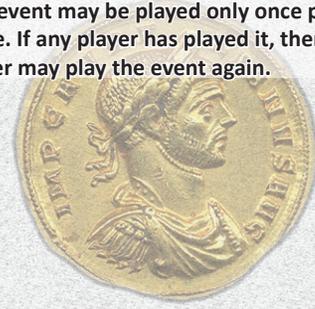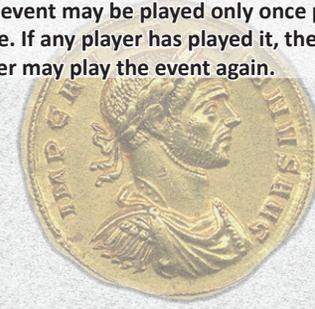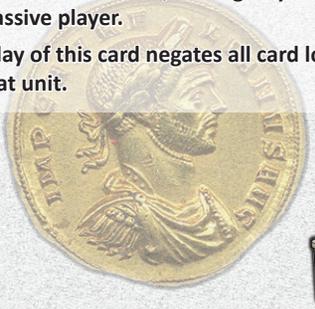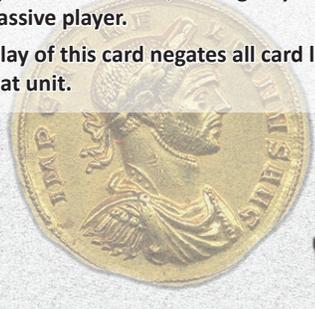
Sarmatian Action Cards

Natives — 1 — E
Your units can move through difficult terrain in this turn without movement penalty, and do not suffer a terrain disadvantage in combat.

Natives — 1 — E
Your units can move through difficult terrain in this turn without movement penalty, and do not suffer a terrain disadvantage in combat.

Steppe Warriors — 1 — E
All of your cavalry units may add 1BW to their movement allowances this turn, whether using simple or difficult movement, including an adjustment or a charge.

Steppe Warriors — 2 — E
All of your cavalry units may add 1BW to their movement allowances this turn, whether using simple or difficult movement, including an adjustment or a charge.

Hard to Hit — 2 — S
All of your cavalry units will add 1 to their armor values when being shot at in this turn.

Hard to Hit — 2 — S
All of your cavalry units will add 1 to their armor values when being shot at in this turn.

Parthian Shot — 3 — C
Any/all L.C. units that are eligible to do so may take a Parthian Shot.

Parthian Shot — 3 — C
Any/all L.C. units that are eligible to do so may take a Parthian Shot.

Sarmatian Action Cards

Parthian Shot — 3 🖐 C

Any/all L.C. units that are eligible to do so may take a Parthian Shot.

Surprise — 4 🖐 C

Your horsemen slip around the flanks of the attacking enemy.

All of your cavalry units that have been attacked in this turn may add 1 to their combat scores.
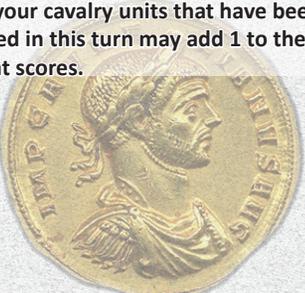
Surprise — 4 🖐 C

Your horsemen slip around the flanks of the attacking enemy.

All of your cavalry units that have been attacked in this turn may add 1 to their combat scores.
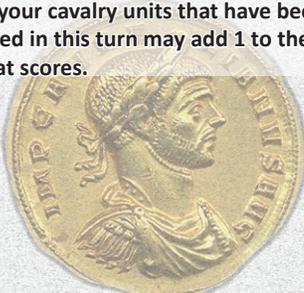
Contus — 4 E

All M.C. units add 1 to their attack scores *if they charge in this turn.*

They *must* advance after combat if they win.

Contus — 5 E

All M.C. units add 1 to their attack scores *if they charge in this turn.*

They *must* advance after combat if they win.

Clouds of Dust — 5 🖐 M

The enemy may make only 1 march in his movement phase this turn, regardless of the laurel value he plays.

Escape with the Loot — 6 E

You may move your baggage marker up to 4BW.

Swift — 6 E

After completing the marches you were allowed by your March card, you may play one additonal "free" march.

In this march you may move a force of *cavalry units,* even if they already marched once this turn.

Advanced Action Cards

7 — WILL OF THE GODS ✋ E

Play immediately after your opponent plays an event card. The event's effect is negated.

May not be played if the active side played *No Sacrifices Were Made*.

7 — WILL OF THE GODS ✋ E

Play immediately after your opponent plays an event card. The event's effect is negated.

May not be played if the active side played *No Sacrifices Were Made*.

7 — TIME'S ARROW E

Play on Turn 10 or thereafter. The game's clock is set back by 8 turns.

This event may be played only once per game. If any player has played it, then no player may play the event again.

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Play on Turn 10 or thereafter. The game's clock is set back by 8 turns.

This event may be played only once per game. If any player has played it, then no player may play the event again.

8 — SACRED FIRE ✋ *

Play from your hand at the moment one of your units breaks, regardless of the cause, at any time in the turn, as long as you are the passive player.

The play of this card negates all card loss for that unit.

8 — SACRED FIRE ✋ *

Play from your hand at the moment one of your units breaks, regardless of the cause, at any time in the turn, as long as you are the passive player.

The play of this card negates all card loss for that unit.

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