

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place legate on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place legate on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place legate on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place legate on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

Colonization: V or I Legion & Imped. Lose Legion.

Heir (RCW): Make Leader new SL only if no SL.

Res Publica (RCW): Leader in Rome or have Senator Res Publica marker (see 32.2)

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

Colonization: V or I Legion & Imped. Lose Legion.

Heir (RCW): Make Leader new SL only if no SL.

Res Publica (RCW): Leader in Rome or have Senator Res Publica marker (see 32.2)

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

Colonization: V or I Legion & Imped. Lose Legion.

Heir (RCW): Make Leader new SL only if no SL.

Res Publica (RCW): Leader in Rome or have Senator Res Publica marker (see 32.2)

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

Colonization: V or I Legion & Imped. Lose Legion.

Heir (RCW): Make Leader new SL only if no SL.

Res Publica (RCW): Leader in Rome or have Senator Res Publica marker (see 32.2)

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

STRATEGEM

Imperator



**If Supreme Leader has been killed,
play this card to designate new
Supreme Leader.
(stack Imperator chit with new
leader to designate)**

[Trajan]

STRATEGEM

Imperator



Play at end of Roman movement phase.

**Any named Roman leader may play.
Make a discipline check:**

- P:** Place marker beneath leader.
He is now the Supreme Leader.
- F:** Nothing happens. Return to
expended pile.
- G:** Same as “F” but also place leader
in Roman Recruits Box

May not be countered

[Gallia]

STRATEGEM

Pontifex Maximus



**For ONE round of combat only,
the Supreme Leader may
increase troop quality as follows:**

V ➤ I

R ➤ V

M ➤ R

[Trajan]

STRATEGEM

Pontifex Maximus



Roll One Die:

1, 2 or 3: **RAISE** the discipline class of all friendly units by one:
(M to R / R to V / V and B to I)

4 or 5: No Effect

6: **REDUCE** the discipline class of all units stacked with the Supreme Leader for upcoming friendly and following enemy player turns.
(I to V / V to R / B and R to M)

May not be countered

[Gallia]

STRATEGEM

Triumph



The Supreme Leader may play this card and place the Triumph marker on any captured Parthian capital.

During the Roman Segment, a number of extra strategems are received as follows:

Ctephion: 1

Europas-Rhagae: 3

Ecbatana: 2

Hecatompylus: 4

They are not received when the city is under siege. The marker is permanently removed and no extra strategems are received if the city is recaptured.

[Trajan]

STRATEGEM

Triumph



A Roman Leader may choose the Triumph marker after a Major Victory. It stays with him until death or a triumph in Rome.

Triumphal Procession:

1. Must be in Rome during Strategem Phase.
2. Roll a die. Result is the number of Strategems gained.
3. If not the Supreme Leader and rolls a 6, roll again. Result is number of Strategems lost, picked at random.

[Roman Civil War]

STRATEGEM

Civilization



A Leader may play this card at the end of the Roman Movement Phase on an unpillaged Tribal Center hex of a Roman-controlled tribe.

May not be countered.

Place the marker on the Roman control space for this tribe on the Tribes Display.
The Romans may not lose control of the Tribe as long as the marker remains.

Remove marker at the end of the next Winter II phase.

[Gallia]

STRATEGEM

Strategem I

STRATEGEM

Strategem II

TACTIC



Phalanx

All units may combat:



TACTIC



Assault

Only heavy-armed units
may combat:



*Apply special Assault result
(Fleets are considered heavy-armed)*

TACTIC



Maneuver

Only cavalry units of all
types may combat:



Apply special Maneuver result
(Fleets may use the Maneuver Tactic)

TACTIC



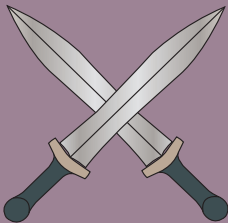
Skirmish

Only missile-armed units
possessing bow symbols
may combat:



*Apply special Skirmish result
(Fleets are considered missile-armed)*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

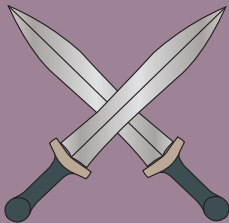
Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place legate on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

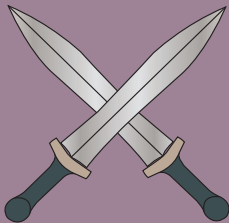
Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place legate on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

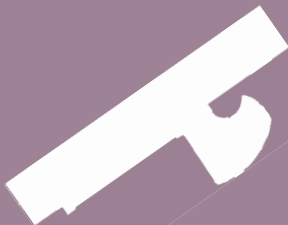
Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place legate on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

Colonization: V or I Legion & Imped. Lose Legion.

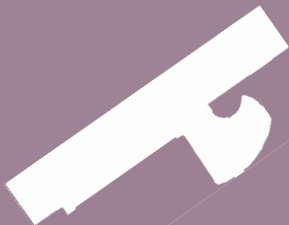
Heir (RCW): Make Leader new SL only if no SL.

Res Publica (RCW): Leader in Rome or have Senator Res Publica marker (see 32.2)

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

Colonization: V or I Legion & Imped. Lose Legion.

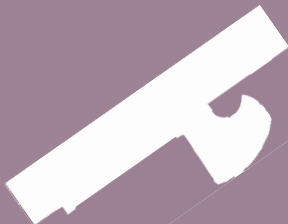
Heir (RCW): Make Leader new SL only if no SL.

Res Publica (RCW): Leader in Rome or have Senator Res Publica marker (see 32.2)

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

Colonization: V or I Legion & Imped. Lose Legion.

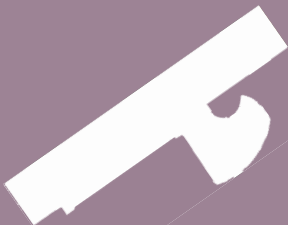
Heir (RCW): Make Leader new SL only if no SL.

Res Publica (RCW): Leader in Rome or have Senator Res Publica marker (see 32.2)

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

Colonization: V or I Legion & Imped. Lose Legion.

Heir (RCW): Make Leader new SL only if no SL.

Res Publica (RCW): Leader in Rome or have Senator Res Publica marker (see 32.2)

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

TACTIC



Phalanx

All units may conduct
combat:



TACTIC



Assault

Only heavy-armed units
may conduct combat:



*Apply special Assault result
(Fleets are considered heavy-armed)*

TACTIC



Maneuver

Only cavalry units of
all types may conduct
combat:



*Apply special Maneuver result
(Fleets may use the Maneuver Tactic)*

TACTIC



Skirmish

Only missile-armed units
possessing bow symbols
may conduct combat:



Apply special Skirmish result
(Fleets are considered missile-armed)

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place chief on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place chief on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

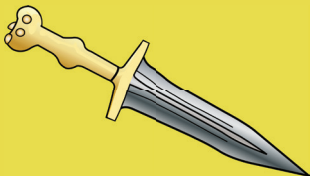
Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place chief on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

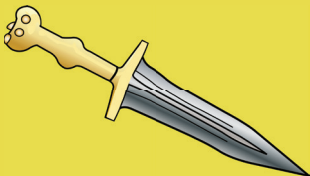
Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

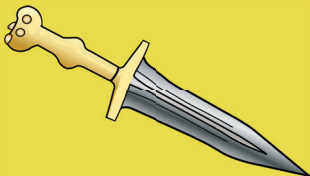
Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

TACTIC



Phalanx

All units may conduct
combat:



TACTIC



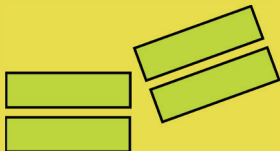
Assault

Only heavy-armed units
may conduct combat:



*Apply special Assault result
(Fleets are considered heavy-armed)*

TACTIC



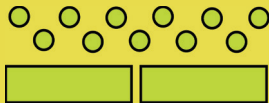
Maneuver

Only cavalry units of
all types may conduct
combat:



*Apply special Maneuver result
(Fleets may use the Maneuver Tactic)*

TACTIC



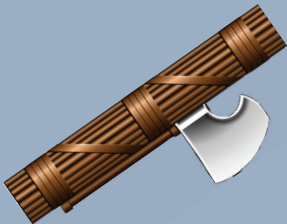
Skirmish

Only missile-armed units
possessing bow symbols
may conduct combat:



*Apply special Skirmish result
(Fleets are considered missile-armed)*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

***Conduct Tribute:** On same hex as target (See 24.0).

[P]

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

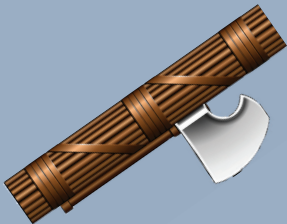
New Supreme Leader: If SL was killed. Only named.

***Conduct Tribute:** On same hex as target (See 24.0).

**May be countered*

[P B]

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

New Supreme Leader: If SL was killed. Only named.

***Conduct Tribute:** On same hex as target (See 24.0).

[P B]

**May be countered*

STRATEGEM



Political

Cancel An Event: Only some events

Recruit New Unit: Bring 1 unit into play (See 8.0)

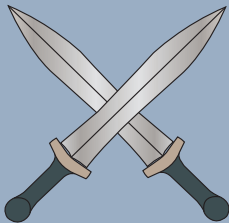
New Supreme Leader: If SL was killed. Only named.

***Conduct Tribute:** On same hex as target (See 24.0).

[P B]

**May be countered*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

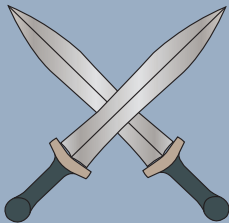
Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place leader on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Military

Command: Play before March. March Table: N&S = M.

Forced March: After March, March again; F = Attrition.

Attack from March: Combat or Tribute

Interception: Move+attack if enemy moves into adj. hex

Tactical Superiority: +1 to die roll per Military card

Withdraw: Retreat before combat

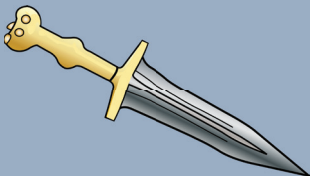
Promotion: Leader promotes unit: R to V or V to I

Leader Rises: Place leader on friendly unit

***Formal Seige Enhancement:** L result applied

**May be countered*

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

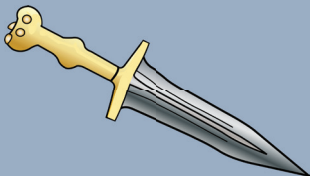
Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

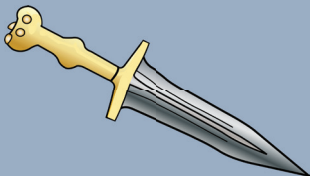
Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

STRATEGEM



Agent

Assassination

Roll 1 die.

Kill one leader within 10 hexes on roll of 6

Intelligence

Roll 1 die.

If result is 1 or 2: investigate one enemy stack within 10 hexes or one off-map box.

If result is 3-6: discard.

STRATEGEM

Uprising



Roll Two Dice

The result is the number of Roman Civis Units that revolt. This only affects Parthian (P), Armenian (A), and Arabian (D) Cities.

Flip Civis to Parthian control and resolve any combat.

May be countered by Roman leader(s) in the cities by using a Political Strategem.

Once played, remove from game [Trajan]

STRATEGEM

Migration



A Barbarian Leader may play on a tribal center or city at the end of the movement phase. Then:

1. Place the migration marker in the space and place a pillaged marker in any adjacent city or tribal hex.
2. Any land unit that moves into pillaged marker hex must stop and move no further that segment.
3. The marker remains until end of the next Winter II turn.

Once played, remove from game

[Gallia]

STRATEGEM

Supreme Chief



Played at end of Barbarian movement phase. Barbarian leader playing card must make a discipline check. Results:

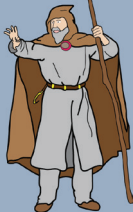
P: Chief now is Barbarian Supreme Leader.

F: Return Card to Strategems,
No Effect.

G: Leader Eliminated
(Assassinated by rivals).

STRATEGEM

Druid

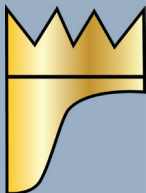


Roll One Die:

- 1, 2 or 3:** All units stacked with your supreme leader are raised by ONE level (except B is raised to I), for upcoming battle.
- 4 or 5:** No Effect
- 6:** All units stacked with your supreme leader are lowered by ONE level (except B & R are lowered to M) for upcoming battle.

STRATEGEM

King of Kings



If the Parthian Supreme Leader is eliminated, this card may be played on any Parthian blue leader in the same hex as the Court unit.

This leader becomes the new Supreme Leader, place the King of Kings marker on this leader. Marker is returned to strategem pool if this leader is eliminated.

[Trajan]

STRATEGEM

Trade Concession



A Parthian leader may use in a Parthian-controlled major city on a trade route.

Place the Trade Concession marker on the city. It remains until city is pillaged or the next Winter II turn.

Whichever player controls the city will receive two units for each recruit action in that city.

[Trajan]