




THE TEN THOUSAND

Athenians & Minor Cities

Your warband no longer has the *Veterans of the Cities* special rule, and you cannot recruit any Levies.

Up to half of your Warrior figures on foot can be equipped with javelins, and the restriction on units of Hearthguards doesn't apply.

The only Mercenaries you can hire are Cretan Archers and Thracian Mercenaries, who must fight on foot.





IONIAN CITIES

Athenians & Minor Cities

Your warband no longer has the *Veterans of the Cities* special rule and you can't recruit any Hearthguards.

No more than half the figures in your warband can be Warriors with the **Phalanx** special rule.

You can recruit up to two units of Scythian Horsemen with the *Loyal* special rule in addition to your normal choice of Mercenaries.





GORGE

Use this card once when you're setting up the scenery, before any terrain pieces have been placed.

Place a large area of high terrain within **M** of any table edge.

This piece of scenery is impassable: no unit can enter it or cross it.

You can't place any more large areas of terrain while you're setting up the scenery, but your opponent can.





LARGE SHIELDS

Hearthguards or Oblique Phalanxes only

Each time a shooting activation is resolved against your unit, it cancels the first hit suffered.





THERMOPYLAE

Lacedaemonians

Use this card during step 1 of a melee in which one of your units with the **Phalanx** special rule is the defender and is more than **S** away from any friendly units.

This unit counts as part of a Line of Battle with 3 units in it.





DETERMINED ADVANCE

Play this card when you use the *Form Line!* basic ability for the first time.

Each move or charge made during this multiple activation is made with a distance of **M**.



RECRUITMENT

PARAPLEURIDIA



Achaemenid Persians

One of your mounted Hearthguard units with a maximum of 8 figures receives the *Cataphracts* equipment option.



RECRUITMENT

MINIONS



Median Persians

When you recruit your warband, you can choose up to 16 Warrior figures with no equipment options. The units they form count as Mercenaries, and gain 2 bonus defence dice whenever they *close ranks*.



PREPARATION

FLATTEN THE EARTH



Use this card once the scenery has been set up but before the first unit is deployed.

Choose up to two pieces of terrain and remove them from the table.

Only one of these terrain elements can be large.



VETERANS

THE KING OF KINGS' GOLD



Mercenaries only

Although the unit remains a Mercenary unit, it can benefit from the advanced abilities on the battle board; it ignores points 3, 4, and 5 of the *Mercenary* special rule in the rulebook.



STRATAGEM

VENERATE THE GOD-EMPEROR



Choose a unit generating one Saga die within **M** of your Warlord, who can no longer be activated during this turn.

Re-roll 1 inactive Saga die if it's a Levy unit, up to 2 if it's a Warrior unit, or up to 3 if it's a Hearthguard unit or an Elephant.



STRATAGEM

A MILLION WARRIORS



Use this card at the start of your Orders phase, before rolling your Saga dice.

Choose a unit that has suffered at least one casualty. Return 1 figure to the unit if it's made up of Hearthguards, 2 figures if it's made up of Warriors, or 3 figures if it's made up of Levies.

You can't exceed the original size of the unit, so excess figures are lost. Your opponent still scores massacre points for figures replaced this way.



RECRUITMENT

ODRYSIAN KINGDOM



Up to half your **Warrior** figures can be given no optional equipment, and your **Levies** can be equipped with javelins.

When a melee ability from your battle board grants attack dice to an infantry unit, you must replace all these dice with the same number of defence dice, and you gain 1 additional defence die.



RECRUITMENT

BASTARNAE



Your **Hearthguard** figures can be equipped with heavy weapons, but your Warriors can only fight from horseback or equipped with heavy weapons.

Your **Levies** can be equipped with javelins.



PREPARATION

AMBUSH



Use this card once the warbands have finished deploying, but before the start of the first turn. Remove one of the infantry units you deployed and place it entirely within an area of uneven terrain that's more than **L** away from all enemy figures.



VETERANS

MARAUDERS



Hearthguards & Warriors
At the start of each of your turns, before rolling your Saga dice, you can give your unit a **Pillage** marker if it doesn't already have one.



STRATAGEM

THRACIAN PELTASTS



Use this card during an enemy unit's charge activation, before the charge is resolved.

Activate one of your infantry units equipped with javelins for a shooting attack with 1 bonus attack die. No Saga abilities can be triggered during this activation.

Once the activation has been resolved, activate your unit for a move that generates no fatigue.



STRATAGEM

NIGHT ATTACK



Use this card at the start of the first player's first turn.

There can be no shooting until the start of the second turn.





AGRIANIAN PELTASTS

When recruiting your warband, you can choose to equip a single non-Mercenary unit of **Hearthguards** on foot with javelins.

This unit ignores movement penalties linked to uneven terrain, but not those from dangerous terrain.




ARMY OF ASIA

Your warband must contain at least one unit with the **Phalanx** special rule.

To represent Persian troops recruited by Alexander and equipped in the Macedonian style, you can equip your **Levies** with sarissas. These units do not have the **Phalanx** special rule.

In addition, one of your **Warrior** units can be mounted and equipped with javelins. This is in addition to the unit of mounted **Warriors** you are normally entitled to.




ADAPT TO THE OPPONENT

After the warbands have been deployed but before the first turn of the game, you can remove up to two of your units present on the table and re-deploy them in accordance with the rules on deployment.

Once re-deployed, these units must be more than **5** away from all friendly units.




COMPANIONS

Hearthguards and Phalanxes only

This unit immediately discards the first fatigue it receives during each turn, no matter its source.




STORM THE GAP

Use this Ruse after an enemy unit has ended a movement or shooting activation within **5** of one of your **Hearthguard** units or a unit with the **Phalanx** special rule. Activate this unit to move or charge.




JUST A LITTLE FARTHER

Use this Ruse at a moment when your **Warlord** uses the *We Obey* special rule. Your **Warlord** can activate an additional friendly unit within **5**.



RECRUITMENT

MOUNTAIN RĀJĀS



Ignore the faction rules entirely. Your warband can't include any Elephants or units with the *Mount (X)* special rule.

Your **Warlord** must be on foot, without equipment options, and your **Levies** can only be equipped with bows.

You can recruit **Warriors** and **Hearthguards** without equipment options, and ignore the equipment restrictions on your **Hearthguard** units. Your **Warriors** on foot can alternatively be equipped with javelins.

Your infantry units ignore movement penalties from uneven (but not dangerous) terrain during move activations, and get a bonus movement of **VS** when moving or charging.



RECRUITMENT

MAURYAN EMPIRE



Your warband can now recruit up to two units of each of the following Mercenary units: Camel Riders, Mercenary Hoplites, Psiloi, Thureophoroi, and Thorakitai.



PREPARATION

SATTRA



Use this Ruse after the warbands have been deployed but before the first turn of the game.

Select a unit in your warband equipped with ranged weapons and redeploy it within **S** of a piece of uneven terrain and more than **L** away from any enemy units.



VETERANS

MAIDEN GUARD



Hearthguards on foot or horse

Your unit ignores the first casualty inflicted each turn, no matter its origin. Your unit also gains the *Resilience (1)* special rule.

When your Warlord targets this unit with their *Bodyguards* special rule, the range of their rule is **M** instead of **S**.



STRATAGEM

BRAHMAN ORATION



Use this Ruse instead of using a Saga ability during step 4 of a melee.

You can re-roll a number of attack dice that don't score hits equal to your opponent's Armour.



STRATAGEM

INDIAN ELEPHANTS



Play this card during a melee involving a friendly **Elephant** instead of playing a Saga ability.

If the enemy unit is an **Elephant** or has the *Mount (Horse)* special rule, inflict a fatigue on it.



RECRUITMENT

GRECO~ BACTRIANS



Asian Kingdom

Your warband can only include a maximum of one unit of **Hearthguards** and a single **Elephant** (without the *Elephantine Armour* special rule).

Your warband may not include any scythed chariots.

On the other hand, in addition to their usual equipment options, your **Warriors** can be mounted on horses or mounted on horses and equipped with composite bows.



RECRUITMENT

IMITATION LEGIONARIES



Your **Warriors** and **Hearthguards** can be deployed with the **Phalanx** special rule and no equipment options.

When making a manoeuvre move, these units get a movement bonus of **S**.



PREPARATION

CLERUCHIES



Use this card at the start of your first turn.

During this turn, all your units with sarissas or without equipment options gain the *Determination* special rule, but can't be activated via the abilities on your board.



VETERANS

ROYAL GUARD



Phalanx or mounted Hearthguard only

While your unit is within **S** of your Warlord, it gains the *Determination* special rule.

Once per turn, if your unit is within **S** of your Warlord and is not exhausted, it can take a fatigue to cancel a loss suffered by your Warlord.

Note that this rule is in addition to any use of the *Bodyguards* rule.



STRATAGEM

TIMELY TRUCE



Use this card when one of your units is chosen as the target of a charge or shooting attack activation.

Cancel this activation.



STRATAGEM

INDIAN ELEPHANTS



Asian Kingdom

Play this card during a melee involving a friendly **Elephant** instead of triggering a Saga ability.

If the enemy unit has the *Mount (Horse)* rule or is an Elephant, inflict a fatigue on it.

