

RECRUITMENT

## ARMY OF XANTHIPPOS



Your army cannot contain Heavy Chariots but can recruit Elephants. Once your warband is assembled, you must have at least twice as many figures with the *Mounts (Horses)* rule as infantry. Whenever your units of Elephants and your units with the *Mounts (Horses)* rule charge an infantry unit, they gain 1 bonus attack die in the ensuing melee.



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## ALLIANCE WITH PHILIP V



Your army cannot contain more than one Elephant. A single **Contingent** unit can be equipped with Sarissas.



PREPARATION

## PUNIC PERFDY



Use this card once deployment is finished. Choose one of your units with 8 figures or less, and remove it from the table. During your first turn, this unit can enter play via a free move activation, measured from any point on either of the two table edges not assigned to either player. If the unit cannot enter the table this way, it must enter the table from any point on your own table edge at the start of your second turn via a free move activation.



VETERANS

## REGULAR PAY



The effect of this Ruse depends on the type of unit it is used on.

**Citizens:** If this unit is more than **L** from any enemy units at the start of your activation phase, it gains the *Determination* special rule for this turn, but must be activated before all other units. If several units have this Ruse, you must activate all of them before any units which don't have it, in the order of your choice.

**Contingent:** This unit activates like a unit of **Citizens**.



STRATAGEM

## BLOOD OF THE BARCIDS



Use this card when you activate a unit for a move or a charge within **S** of your Warlord. Your opponent cannot use fatigues to reduce your movement distance or cancel your activation.



STRATAGEM

## MARCH OF THE ELEPHANTS



Use this card when one of your units of Elephants is activated for a charge.

Increase the number of automatic hits inflicted by each Elephant by 1.

If you win the melee, your opponent suffers 1 additional casualty per Elephant still present before their withdrawal move.



RECRUITMENT

## PACT WITH MASSINISSA



When recruiting your warband, you can choose to equip up to a maximum of 12 **Warrior** figures with horses and javelins.

You can form a maximum of two units with these figures.

These units become Mercenaries.



RECRUITMENT

## PENAL LEGIONS



Your warband can only contain 1 point of Hearthguards.

Your Warriors cannot be mounted.

Your Levies can choose to have no equipment options and be considered **Maniples**.

Ignore the Republic of Rome's specific faction restrictions on warband recruitment.



PREPARATION

## TACTICAL POSITIONING



Use this card at the start of the game, after deployment has ended but before the start of the first turn.

Choose one of your units.

They can immediately make a Manoeuvre if the conditions for one are met.



VETERANS

## ROMAN DISCIPLINE



**Hearthguards and Warriors only**

When this unit fights in melee against an opponent who outnumbers them, each of your opponent's attack dice which roll a 1 allow you to re-roll a failed defence die.



STRATAGEM

## FLAMING PIGS



Place a fatigue on one of your units to choose one enemy unit within **M** of that unit.

Roll 2 dice - 3 if the enemy unit is mounted, or 4 if it is a unit of Elephants.

For each 4+ scored, the unit suffers a fatigue.

Next, roll 1 die. On a result of 5 or more, do not discard this ruse. It can be used again during the game.



STRATAGEM

## ROMA TRADITORIBUS NON PRAEMIAT



Use this card at the start of one of your Orders phases.

If the opposing Warlord is within **S** of at least one unit from their own warband, they suffer a fatigue.

Lastly, inflict a fatigue on one enemy unit within **S** of the enemy Warlord.



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## SOLDURI



### Warriors on foot only

The unit increases their Armour against melee and shooting attacks by 1.  
This unit counts as a unit of Mercenaries.



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## DRUIDIC COUNSELLOR



Once during each of your Activation phases, your Warlord can either:

- Remove a **Fervour** marker from a friendly unit within **S**.
- Remove a fatigue from a friendly unit within **S** and add 2 **Fervour** markers to it.



PREPARATION

## THIRST FOR BLOOD



Use this card during your first turn of the game, at the start of your Activation phase.

All your infantry units not equipped with ranged weapons and more than **L** away from any enemy units have the *Determination* special rule during this turn.



VETERANS

## FANATICS



This unit increases the number of **Fervour** markers it can receive by 1 to a total of 4.



STRATAGEM

## END THEM!



Use this card when you receive a **Fervour** marker after using an advanced Saga ability.

After resolving the ability, remove a **Fervour** marker from your unit.



STRATAGEM

## ENTHUSIASTIC



Use this card during your Orders phase and choose one of your units.

Until the end of the turn, they receive a **Fervour** marker each time they are activated for a charge.

They ignore the first fatigue they should suffer this turn.



RECRUITMENT

## ARMY OF TARENTUM



### ITALIOTES ONLY

When recruiting your warband, you can spend a single point to recruit a unit of allied Carthaginians, comprised either of 8 Warriors with no equipment options, or 4 mounted Hearthguards.

This unit has the *Mercenary* and *Determination* special rules, and can re-roll 1s and 2s rolled on its attack and defence dice during every melee.



RECRUITMENT

## ROMAN ALLIANCE



### SYRACUSE ONLY

During the recruitment of your warband, you can spend a single point to recruit a unit of allied Romans, comprised of 8 Warriors with no equipment options.

This unit has the *Mercenary* and *Determination* special rules.

At the start of each melee, this unit gains 3 bonus dice. These are attack dice if they are the attacker, or defence dice if they are the defender.



PREPARATION

## TIGHT FORMATION



Use this card during your first turn of the game.

During the next enemy turn, all your infantry units gain 2 bonus defence dice during every melee.




VETERANS

## WALL OF SHIELDS



### INFANTRY ONLY

This unit gets a bonus defence die during every melee as long as it is within  of at least one friendly unit containing at least 6 figures.



STRATAGEM

## PRESSURE



Use this card when you use an enemy fatigue during a melee.

Both reduce your opponent's Armour **AND** increase your own by 1.



STRATAGEM

## HYPASPISTS



### PHALANX ONLY

Use this card when one of your units decides to *close ranks*.

Your opponent must discard as many attack dice as you discarded in order to *close ranks*.



RECRUITMENT

## ORETANII



Your warband must include at least one unit of Hearthguards.

The limit on the number of Warrior figures who can be mounted no longer applies, but at least half your Warrior figures must be mounted.

You can recruit up to two units of Mercenary Balearic Slingers, who do not count as Mercenaries when you trigger the **Guerilla** ability.



RECRUITMENT

## CELTIBERIANS



You start the game with the Gallic Battle Board.

At the start of one of your Orders phases, before rolling your dice, you can discard all the dice on your Battle Board and replace it with the Iberian board.

Discard all your **Fervour** markers after you switch the Battle Boards.



PREPARATION

## HARASSMENT



Use this card after the terrain has been set up, but before the first unit is deployed.

Each enemy unit that deploys within **M** of a piece of terrain offering cover must roll a die.

On a 3 or more, they suffer a fatigue at the moment they are deployed.



VETERANS

## WITHOUT PITY



If this unit is activated for a charge with the **Guerilla** ability, the enemy unit must re-roll one defence die that cancels a casualty in the ensuing melee.



STRATAGEM

## TRAP



Use this card after an enemy unit has finished a movement activation entirely within an area of uneven - but not dangerous - terrain.

Roll 3 dice.

For each result that is entirely over the unit's Armour against shooting attacks, it suffers a casualty.



STRATAGEM

## COORDINATED ATTACK



Use this card when one of your units is activated to Charge or Shoot.

In the melee or shooting attack that follows, gain as many bonus attack dice as you have other friendly units within **M** of your target.



RECRUITMENT

### JUGURTHA'S REVOLT



Your army can recruit any Mercenary infantry unit, even if Numidians cannot usually recruit them.  
However, half your points must be spent on units of Mercenaries.



RECRUITMENT

### SYPHAX'S ARMY



The only Levies you can recruit are those without equipment options, but your Warrior units can be on foot without equipment options.  
During each turn, the first time one of your Warrior units on foot triggers the Combat Bonus, it gains an extra die of the same type as the die granted by the ability.



PREPARATION

### SURPRISE ATTACK



Use this card when terrain is being set up, as you are placing a piece of terrain.  
You can place a hill or a steep hill (see the *Saga Rulebook* p. 48 or the *Book of Battles* p. 8), even if the maximum number of terrain pieces of that type have already been placed on the table.



VETERANS

### AFRICAN HORSEMEN



**Mounted unit only**  
Each time this unit wins a melee, they can choose to withdraw.  
Their withdrawal move changes to L if they inflicted at least one casualty on their enemy.  
If they withdraw, the enemy does not need to.



STRATAGEM

### WITHDRAWAL



**Mounted unit only**  
Use this card after an enemy unit has been activated for a charge or shooting attack, but before it is resolved.  
Activate your unit targeted by this charge or shooting attack for a move.



STRATAGEM

### EXECUTION



Use this card instead of using an advanced Saga ability during a shooting attack.  
Discard a fatigue from the enemy unit and reduce their Armour by 1.

