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Tactics

Rally

In any Draw Phase, put 1 card from your Casualty pile into your hand.

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Rules-1

Setup:

2 Players. Deal 50 cards to each. Draw a hand of 5 cards. The player with more units in hand plays first. Three card piles each: Draw, Discard, Casualty.

Turn Phases:

Scout, Discard, Draw, Flank, Artillery, Attack

Scout Phase:

You may discard one unit with 'Scout' to look at opponent's hand or next 5 cards in any one Draw pile.

Discard Phase:

Discard any number of cards, zero to your entire hand.

Rules-2

Draw Phase:

Draw to fill your hand to 5 cards again. Shuffle and reuse your Discard pile as needed. If you can't draw enough cards, you lose.

Flank Phase:

You may Discard any or all units with "Flank" to move the Encirclement Tracker one point toward your opponent for each discard.

Artillery Phase:

You may Discard one Artillery card to cause your opponent to take one Casualty. Defender picks from his hand or the top of his Draw pile.

Rules-3

Attack Phase:

Play any or all units from your hand onto the table to attack. Defender may now play up to one blocker per attacker. Attacker and Defender now alternate playing any Tactics cards until both are satisfied.

Compare Force (first number in upper right) for each attacker / blocker pair. Use any special stats for specific opponent types that are listed in the lower box on the card.

The lower total is destroyed and sent to the Casualty pile. The victor is sent to the Discard pile. Ties destroy both units. If the blocker can Evade the attacker, both units are

Rules-4

Attack Phase (cont.)

sent to their Discard piles.

Unblocked units cause Casualties. The Defender sends a number of cards equal to the total of the Attacker's unblocked Damages (second number in upper right) to the Casualty pile. Defender picks from his hand or the top of his Draw pile. If the Encirclement Tracker is on the Defender's side of balanced, the Attacker's unblocked units cause 1 extra casualty each.

Tactics

Overrun

Chosen attacking unit gets +0/+2

Tactics

Outflank

Blocking Light Infantry units get
+3/+0 and cannot be evaded

Tactics

Shields

Blocking Heavy Infantry,
Medium Infantry, and Warbands
evade combat results

Tactics

Reserves

Draw 3 extra cards in
any Flank Phase.

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Treacherous Terrain

Chosen attacking unit gets +0/+2

Tactics

Break Morale

Blocking Light Infantry units get +3/+0 and cannot be evaded

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Tactics

Rally

In any Draw Phase, put 1 card from your Casualty pile into your hand.

Light Infantry

2/1

Bowmen

Scout

7/1 vs: Warband, Heavy Infantry, Elephant

Evade: War Wagon

Light Cavalry

1/1

Horse Archers

Flank, Scout

6/1 vs: Medium Infantry, Warband, Heavy Infantry, Elephant

Evade: Light Infantry, Heavy Infantry, War Wagon

Light Cavalry

2/1

Nomads

Flank, Scout

7/1 vs: Medium Infantry, Warband, Heavy Infantry, Elephant

Evade: Light Infantry, Heavy Infantry, War Wagon

Light Cavalry

3/1

Light Chariots

Flank

8/1 vs: Medium Infantry, Warband, Heavy Infantry, Elephant

Evade: Light Infantry, Heavy Infantry, War Wagon

Tactics

Bloodlust

Chosen unit gets +3/+0

Tactics

Defensible Terrain

Blocking Light Infantry units get +3/+0 and cannot be evaded

Tactics

Difficult Terrain

Opponent cannot flank or attack this turn. Play in opponent's Flank Phase.

Tactics

Treacherous Terrain

Attacking Heavy Infantry, Medium Infantry, and Warbands are +3/+0 and cannot be evaded.

Artillery

Onagers

Opponent takes one casualty.

Artillery

Trebuchets

Opponent takes one casualty.

Artillery

Catapults

Opponent takes one casualty.

Artillery

Ballistas

Opponent takes one casualty.

Artillery

Scorpions

Opponent takes one casualty.

Warband

2/3

Horde

6/3 vs: Heavy Infantry,
Heavy Cavalry,
Elephant,
War Wagon

Warband

3/3

Warriors

6/3 vs: Heavy Infantry,
Heavy Cavalry,
Elephant,
War Wagon

Tactics

Break Morale

Blocking Heavy Infantry,
Medium Infantry, and Warbands
evade combat results

Heavy Cavalry 1/2

Medium Cavalry

Flank
6/2 vs: Light Infantry, Medium Infantry, Light Cavalry
Evade: Heavy Infantry, Elephant, War Wagon

Heavy Cavalry 2/2

Cataphracts

Flank
7/2 vs: Light Infantry, Medium Infantry, Light Cavalry
Evade: Heavy Infantry, Elephant, War Wagon

Heavy Cavalry 3/2

Heavy Chariots

Flank
8/2 vs: Light Infantry, Medium Infantry, Light Cavalry
Evade: Heavy Infantry, Elephant, War Wagon

Elephant 4/2

Elephants

9/2 vs: Warband, Heavy Infantry

WarWagon 5/2

War Wagon

10/2 vs: Warband, Elephant
Evade: Light Infantry, Light Cavalry

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Bloodlust

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Light Infantry 1/1

Slingers

Scout
6/1 vs: Warband, Heavy Infantry,
Elephant
Evade: War Wagon

Light Infantry 3/1

Javelineers

Scout
8/1 vs: Warband, Heavy Infantry,
Elephant
Evade: War Wagon

Medium Infantry 2/2

Peltasts

Scout
7/2 vs: Light Infantry
Evade: War Wagon, Warband,
Heavy Infantry

Heavy Infantry 3/3

Legionaires

8/3 vs: Warband, Elephant,
War Wagon

Light Infantry 3/1

Psiloi

Scout
8/1 vs: Warband, Heavy Infantry,
Elephant
Evade: War Wagon

Medium Infantry 1/2

Auxilia

Scout
6/2 vs: Light Infantry
Evade: War Wagon, Warband,
Heavy Infantry

Warband 1/3

Barbarians

6/3 vs: Heavy Infantry,
Heavy Cavalry,
Elephant,
War Wagon

Heavy Infantry 4/3

Hoplite Phalanx

9/3 vs: Warband,
Elephant,
War Wagon

