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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

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

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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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



