



No effect.

illus. Paweł Kaczmarek



Their line of battle is drawn up in a wedge-like formation. To give ground, provided you return to the attack, is considered prudence rather than cowardice.

Tacitus, Germania

GM 01/26



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illus. Paweł Kaczmarek



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Tacitus, Germania

GM 01/26

TRIBAL CARD



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illus. Paweł Kaczmareczyk



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Tacitus, Germania

GM 01/26



No effect.

illus. Paweł Kaczmareczyk



As for the Cimbri, their foot-soldiers advanced slowly from their defenses, with a depth equal to their front, for each side of their formation had an extent of thirty furlongs.

Plutarchus, Marius

GM 02/26



No effect.

illus. Paweł Kaczmareczyk



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Plutarchus, Marius

GM 02/26

TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



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TRIBAL CARD



TRIBAL CARD



TRIBAL CARD





TRIBAL UNIT

WARRIORS

No effect.

illus. Paweł Kaczmareczek



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Plutarchus, Marius

GM 02/26



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illus. Paweł Kaczmareczek



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Plutarchus, Marius

GM 02/26



TRIBAL UNIT

HORSEMEN

Sacrifice this unit:
you do not have
to check losses in this horde.

illus. Paweł Kaczmareczek



GM 03/26



TRIBAL UNIT

HORSEMEN

Sacrifice this unit:
you do not have
to check losses in this horde.

illus. Paweł Kaczmareczek



GM 03/26



TRIBAL UNIT

HORSEMEN

Sacrifice this unit:
you do not have
to check losses in this horde.

illus. Paweł Kaczmareczek



GM 03/26

TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



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TRIBAL CARD



TRIBAL CARD



TRIBAL CARD





TRIBAL UNIT

HORSEMEN

Sacrifice this unit:
you do not have
to check losses in this horde.

illus. Paweł Kaczmarczyk



GM 03/26



TRIBAL UNIT

CHIEFTAN COMITES

No effect.

illus. Paweł Kaczmarczyk



To defend, to protect him,
to ascribe one's own brave deeds to his
renown, is the height of loyalty.
The chief fights for victory;
his vassals fight for their chief.
Tacitus, Germania

GM 04/26



TRIBAL UNIT

CHIEFTAN COMITES

No effect.

illus. Paweł Kaczmarczyk



To defend, to protect him,
to ascribe one's own brave deeds to his
renown, is the height of loyalty.
The chief fights for victory;
his vassals fight for their chief.
Tacitus, Germania

GM 04/26



TRIBAL UNIT

CHIEFTAN COMITES

No effect.

illus. Paweł Kaczmarczyk



To defend, to protect him,
to ascribe one's own brave deeds to his
renown, is the height of loyalty.
The chief fights for victory;
his vassals fight for their chief.
Tacitus, Germania

GM 04/26



TRIBAL UNIT

DISMOUNTED COMITES

All your ♠ in this horde
receive 1 additional point of ♠.

illus. Paweł Kaczmarczyk



Suddenly there was heard the outcry of the
German infantry, as they shouted that their
princes ought to leave their horses and keep
company with them, for fear that they,
if anything adverse should occur, abandoning the
wretched herd, would easily make shift to escape.
Ammianus, Rerum Gestarum

GM 05/26



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company with them, for fear that they,
if anything adverse should occur, abandoning the
wretched herd, would easily make shift to escape.
Ammianus, Rerum Gestarum

GM 05/26



TRIBAL UNIT

ALLIED ALAN CAVALRY

You don't receive ♠ after a clash
in which this unit takes part.

illus. Paweł Kaczmarczyk



All these warlike and savage tribes were
led by Chonodomarius and Serapio, who
were followed by 35,000 troops levied from
various nations, partly for pay and partly
under agreement to return the service.
Ammianus, Rerum Gestarum

GM 06/26



TRIBAL UNIT

ALLIED ALAN CAVALRY

You don't receive ♠ after a clash
in which this unit takes part.

illus. Paweł Kaczmarczyk



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Ammianus, Rerum Gestarum

GM 06/26



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Ammianus, Rerum Gestarum

GM 06/26

TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



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TRIBAL CARD



TRIBAL CARD



TRIBAL CARD





ATTACHMENT FRAMEAE

Attach to a horde controlled by any player. The base of all in this horde is 0.



Even iron is not plentiful with them, as we infer from the character of their weapons. But few use swords or long lances. They carry a spear (framea is their name for it), with a narrow and short head.

Tacitus, Germania

GM 07/26



ATTACHMENT FULCUM

Each and in this horde receives 2 additional points of . Add 1 to the die roll result when testing losses of and after the clash.



Those arrayed right at the very front mass their shields together until they come shield-boss to shield-boss. The men standing just behind them, raising their shields and resting them on the shield-bosses of those in front.

Maurice, Strategikon

GM 08/26



ATTACHMENT CUNEUS

Double the base of and in this horde. Reduce the cost of each you deploy in this horde by 1 to a minimum of 1.



And then the triangle or, as it is commonly called, the wedge, a disposition found very serviceable in action.

Vegetius, De Re Militari

GM 09/26



STRATEGY PASSAGE THROUGH THE RHINE

Move any number of unit tribal cards belonging to the same horde from one province to another.



Then Caesar, being very shrewd and fearing that the savages might take advantage of some moonless night and cross the frozen river, gave orders that every day, from near sunset to the break of dawn, soldiers should row up and down stream in scouting vessels.

Ammianus, Rerum Gestarum

GM 10/26



STRATEGY FOEDERATI DEFECTORS

Search your tribal deck and select any card to add to your hand.



GM 11/26



STRATEGY FOEDERATI DEFECTORS

Search your tribal deck and select any card to add to your hand.



GM 11/26



STRATEGY AMBUSH

Choose a horde; its controller immediately checks for unit losses as if after a victorious clash.



They came upon Varus in the midst of forests by this time almost impenetrable. And there, at the very moment of revealing themselves as enemies instead of subjects, they wrought great and dire havoc.

Cassius Dio, Historia Romana

GM 12/26



STRATEGY AMBUSH

Choose a horde; its controller immediately checks for unit losses as if after a victorious clash.



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Cassius Dio, Historia Romana

GM 12/26



STRATEGY FOG

Return up to 3 tribal units belonging to the same horde to its owner's hand.



Nero held back his own troops, and allowed the enemy to be hampered by the fog and be drenched with the showers, which happened to be frequent that day. Then, when he noticed that they were weary with standing, and faint not only from exposure but also from exhaustion, he gave the signal, attacked and defeated them.

Frontinus, Strategemata

GM 13/26

TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



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STRATEGY

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Frontinus, *Strategemata*

GM 13/26

illus. Paweł Kaczmarek / Judyta Sosna



STRATEGY

ROMAN COUNTERATTACK

The target player discards 1 random tribal card from his hand.



Whither are we fleeing, my most valiant men? Do you know not that flight never leads to safety, but shows the folly of a useless effort? Let us return to our companions, to be at least sharers in their coming glory.

Julian the Apostate at Argentoratum

GM 14/26

illus. Paweł Kaczmarek / Judyta Sosna



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Julian the Apostate at Argentoratum

GM 14/26

illus. Paweł Kaczmarek / Judyta Sosna



STRATEGY

HEAVY RAINS

No more tribal cards can be played until the end of this round.



Meanwhile a violent rain and wind came up that separated them still further, while the ground, that had become slippery around the roots and logs, made walking very treacherous for them, and the tops of the trees kept breaking off and falling down, causing much confusion.

Cassius Dio, *Historia Romana*

GM 15/26

illus. Paweł Kaczmarek / Judyta Sosna



STRATEGY

HEAVY RAINS

No more tribal cards can be played until the end of this round.



Meanwhile a violent rain and wind came up that separated them still further, while the ground, that had become slippery around the roots and logs, made walking very treacherous for them, and the tops of the trees kept breaking off and falling down, causing much confusion.

Cassius Dio, *Historia Romana*

GM 15/26

illus. Paweł Kaczmarek / Judyta Sosna



ATTACHMENT

GERMAN PHALANX

All the  in this horde receive 2 additional points of .



The Germans, according to their custom, rapidly forming a phalanx, sustained the attack of our swords.

Caesar, *Bellum Gallicum*

GM 16/26

illus. Paweł Kaczmarek / Judyta Sosna



STRATEGY

WEAPONSMITHING

Search your tribal deck and discard pile for up to 2  and put them into your hand.



One of the Goths, who had re-forged his pruning-hook and was shaping a sword with blows on the anvil and sharpening it with a stone, a man already prepared to rouse himself to fury at the sound of the trumpet.

Sidonius, *Carmina* 7

GM 17/26

illus. Paweł Kaczmarek / Judyta Sosna



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Search your tribal deck and discard pile for up to 2  and put them into your hand.



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Sidonius, *Carmina* 7

GM 17/26

illus. Paweł Kaczmarek / Judyta Sosna



STRATEGY

THE PROMISE OF SPOILS

Take control of a target tribal unit of another player. It becomes part of your horde in the same province. If that unit survives the clash it returns to its owner's hand and you gain 1 .



GM 18/26

illus. Paweł Kaczmarek / Judyta Sosna

TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



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TRIBAL CARD



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TRIBAL CARD





STRATEGY

THE PROMISE OF SPOILS

Take control of a target tribal unit of another player. It becomes part of your horde in the same province. If that unit survives the clash it returns to its owner's hand and you gain 1 .



illus. Paweł Kaczmarek / Judyta Sosna

GM 18/26



TACTIC

CALL TO WAR

Until the end of this phase, exchange control of your chieftain with another player's chieftain.



illus. Paweł Kaczmarek / Judyta Sosna

GM 19/26



TACTIC

PREDICTIONS

Negate a non-tribal unit card that has just been played.



illus. Paweł Kaczmarek

For they are also familiar with the practice of consulting the notes and flight of birds. It is peculiar to this people to seek omens and monitions from horses.
Tacitus, Germania

GM 20/26



TACTIC

PREDICTIONS

Negate a non-tribal unit card that has just been played.



illus. Paweł Kaczmarek

For they are also familiar with the practice of consulting the notes and flight of birds. It is peculiar to this people to seek omens and monitions from horses.
Tacitus, Germania

GM 20/26



TACTIC

SACERDOTES CIVITATIS

Choose one: negate any tribal card that has just been played; or destroy a single Roman card attached to the target province.



illus. Paweł Kaczmarek / Judyta Sosna

In public questions the priest of the particular state, in private the father of the family, invokes the gods.
Tacitus, Germania

GM 21/26



STRATEGY

HUNNIC RAID

Look at the target player's hand. You may choose one of his tribal cards and discard it, then you may search your tribal deck for a card with the same name as the discarded card and put it into your hand.



illus. Paweł Kaczmarek

GM 22/26



STRATEGY

HUNNIC RAID

Look at the target player's hand. You may choose one of his tribal cards and discard it, then you may search your tribal deck for a card with the same name as the discarded card and put it into your hand.



illus. Paweł Kaczmarek

GM 22/26



TACTIC

VICTORY IN SINGLE COMBAT

After a victorious clash, two target players who participated must exchange all they gain in it.



illus. Paweł Kaczmarek

If your whole army has a man able to fight in single combat and to defeat a Persian put forward by me, I shall immediately make a peace-treaty for fifty years and provide the customary gifts.
Malalas, Chronographia

GM 23/26



TACTIC

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After a victorious clash, two target players who participated must exchange all they gain in it.



illus. Paweł Kaczmarek

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Malalas, Chronographia

GM 23/26

TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



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TRIBAL CARD



TRIBAL CARD





ATTACHMENT ROMAN VALETUDINARIUM

Your units automatically succeed in their survival checks after the clash.

illus. Paweł Kaczmarek



Two cohorts should be placed at the front of the camp, below those cohorts hospitals (valetudinaria) should be located.

Hyginus, *De Munitionibus Castrorum*

GM 24/26



STRATEGY ROMANIZATION

The target player loses 3 .

illus. Paweł Kaczmarek



What more is there to say? You can find there Greek elegance, Gallic plenty, Italian briskness; the dignity of state, the attentiveness of a private home, the ordered discipline of royalty. Sidonius about life at the Visigothic court, *Epistulae*

GM 25/26



STRATEGY ROMANIZATION

The target player loses 3 .

illus. Paweł Kaczmarek



What more is there to say? You can find there Greek elegance, Gallic plenty, Italian briskness; the dignity of state, the attentiveness of a private home, the ordered discipline of royalty. Sidonius about life at the Visigothic court, *Epistulae*

GM 25/26



STRATEGY PUNITIVE EXPEDITION

Take 2 from the target player.

illus. Paweł Kaczmarek / Judyta Sosna



Julian was on the point of entering upon an urgent campaign, since he considered that some districts of the Alamanni were hostile and would venture on outrages unless they also were overthrown after the example of the rest.

Ammianus, *Rerum Gestarum*

GM 26/26



STRATEGY PUNITIVE EXPEDITION

Take 2 from the target player.

illus. Paweł Kaczmarek / Judyta Sosna



Julian was on the point of entering upon an urgent campaign, since he considered that some districts of the Alamanni were hostile and would venture on outrages unless they also were overthrown after the example of the rest.

Ammianus, *Rerum Gestarum*

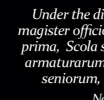
GM 26/26



SCHOLAE PALATINAE

If this clash is victorious, each participating player receives 3 additional .

illus. Paweł Kaczmarek



Under the disposition of the illustrious magister officiorum are: Scola scutiariorum prima, Scola scutiariorum secunda, Scola armaturarum seniorum, Scola gentilium seniorum, Scola scutatorum tertia.

Notitia Dignitatum

GM 01/10



BRIBERY

Each player immediately sacrifices one tribal unit participating in this clash.

illus. Paweł Kaczmarek

The Roman ambassador salutes you, and I have come with gifts from him, and with the gold which the Emperor sent you.

Priscus, *Fragmenta Historiarum Graecorum*

GM 02/10



FOEDERATI

No effect.

illus. Paweł Kaczmarek

For the Cornuti and the Bracchiati, toughened by long experience in fighting, at once intimidated them by their gestures, and raised their mighty battle-cry.

Ammianus, *Rerum Gestarum*

GM 03/10



FOEDERATI

No effect.

illus. Paweł Kaczmarek

For the Cornuti and the Bracchiati, toughened by long experience in fighting, at once intimidated them by their gestures, and raised their mighty battle-cry.

Ammianus, *Rerum Gestarum*

GM 03/10



TRIBAL CARD



TRIBAL CARD



TRIBAL CARD



ROMAN CARD



TRIBAL CARD



TRIBAL CARD



ROMAN CARD



ROMAN CARD



ROMAN CARD





FOEDERATI

No effect.

illus. Paweł Kaczmareczk

For the Cornuti and the Bracchiati, toughened by long experience in fighting, at once intimidated them by their gestures, and raised their mighty battle-cry.

Ammianus, Rerum Gestarum



GM 03/10



CARROBALLISTAE

German Phalanx and Cuneus have no effect in this clash.

illus. Paweł Kaczmareczk

Large ballistae, drawn on carriages by two horses or mules, should be placed in the rear of the line.

Vegetius, De Re Militari



GM 04/10



CATAPHRACTS

The  of each tribal  participating in this clash is reduced by 1.

illus. Paweł Kaczmareczk

All the companies were clad in iron, and all parts of their bodies were covered with thick plates.

Ammianus, Rerum Gestarum



GM 05/10



MAGISTER MILITUM

The chieftain of each player participating in this clash loses all its abilities for the rest of this round.

illus. Paweł Kaczmareczk

Persons of high rank are now substituted with the title of magister militum. They are not limited to the command of two legions only, but have often a greater number.

Vegetius, De Re Militari



GM 06/10



NO COMITATENSES REINFORCEMENTS

No effect.

illus. Paweł Kaczmareczk

If Gaul should be deprived of its defenses, it would be laid waste at will by raids from across the Rhine.

Ammianus, Rerum Gestarum



GM 07/10



NO COMITATENSES REINFORCEMENTS

No effect.

illus. Paweł Kaczmareczk

If Gaul should be deprived of its defenses, it would be laid waste at will by raids from across the Rhine.

Ammianus, Rerum Gestarum



GM 07/10



COMITATENSES LEGION

No effect.

illus. Paweł Kaczmareczk

Entry was impossible for barbarians, for everywhere troops with power to drive them off were able to oppose them.

Zosimus, Historia Nova



GM 08/10



COMITATENSES LEGION

No effect.

illus. Paweł Kaczmareczk

Entry was impossible for barbarians, for everywhere troops with power to drive them off were able to oppose them.

Zosimus, Historia Nova



GM 08/10



COMITATENSES LEGION

No effect.

illus. Paweł Kaczmareczk

Entry was impossible for barbarians, for everywhere troops with power to drive them off were able to oppose them.

Zosimus, Historia Nova



GM 08/10

ROMAN CARD



ROMAN CARD



ROMAN CARD



ROMAN CARD



ROMAN CARD



ROMAN CARD



ROMAN CARD



ROMAN CARD



ROMAN CARD





EQUITES SAGITTARII

If this clash is lost,
destroy all participating
tribal units.

illus. Paweł Kaczmareczek

When the infantry forces were led out at a moderate pace, and to their flank were joined the squadrons of cavalry, among whom were the cataphracts and the horse archers, a formidable branch of the service.

Ammianus, Rerum Gestarum



GM 09/10



SIEGE OF CASTELLUM

If this clash is victorious,
nobody receives .

illus. Paweł Kaczmareczek

The Roman empire everywhere along its frontiers was embraced by cities and forts and towers.

Zosimus, Historia Nova



GM 10/10



CHNODOMAR

In a victorious clash,
you receive 3 additional .

illus. Paweł Kaczmareczek / Anna Wędlarz

King Chnodomarius was raising general disturbance and confusion, making his presence felt everywhere without limit, a leader in dangerous enterprises, lifting up his brows in pride, being as he was conceited over frequent successes.

Ammianus, Rerum Gestarum

GM 01/08



EVERGINDUS

In a victorious clash, you receive 1
for each of your units destroyed
in the clash.

illus. Paweł Kaczmareczek

Furthermore, the enemy's forces had greatly increased, as many of those who had at first wavered now joined them, largely in the hope of plunder.

Cassius Dio, Roman History

GM 02/08



MEROBAUDES

In a victorious clash,
you draw 2 cards from your tribal deck.

illus. Paweł Kaczmareczek

Furthermore, the enemy's forces had greatly increased, as many of those who had at first wavered now joined them, largely in the hope of plunder.

Cassius Dio, Roman History

GM 03/08



MARCIAN

Your tribal units automatically succeed
in their survival checks after a clash.

illus. Paweł Kaczmareczek

He was so named because his father, who had for a long time been kept as a hostage in Gaul and had been taught certain Greek mysteries, changed his son's original native name.

Ammianus, Rerum Gestarum

GM 04/08



GABINUS

In a victorious clash, you receive twice
the amount of base due
(before other bonuses added).

illus. Paweł Kaczmareczek

Nay, if I have gained a right knowledge of you in action before this, your auxiliary trooper will I be: thus at least I shall be able to fight.

Sidonius, Carmina 7

GM 05/08



GUNDAHAR

Each of your hordes
has 3 added to its total .

illus. Paweł Kaczmareczek

Conspicuous among others by gesture, voice, and a wound he had received, kept up the fight.

Tacitus, Annales

GM 06/08



GENSERIC

Once per round you may search your tribal deck and discard pile for a Warband card and put it in your hand. Each of your Warband units has its increased by 1.

illus. Paweł Kaczmareczek

When they go into battle, it is a disgrace for the chief to be surpassed in valor, a disgrace for his followers not to equal the valor of the chief.

Tacitus, Germania

GM 07/08

CHIEFTAIN CARD



ROMAN CARD



ROMAN CARD



CHIEFTAIN CARD



CHIEFTAIN CARD



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CHIEFTAIN CARD





Illus. Paweł Kaczmarek



Once per phase
you may look at all the Roman cards
attached to each province.

*He, glorious in arms as he was,
did no deed without you,
although you did many without him.*
Sidonius, *Carmina* 7

GM 08/08

SETUP

Each Player chooses 1 Glory Board with Markers, draws 5 Tribal Cards, takes 5 Loot. Place 1 Province Card with proper number of Roman Cards.

ROUND

Preparation - Each player draws one Chieftain Card. Place 1 or 2 Province Cards. Attach Roman Cards to Provinces.

Supply - In Initiative order, each Player draws: 4 units of Loot, or 2 Tribal Cards, or 2 units of Loot and 1 Tribal Card.

Deployment - In Initiative order, the game ends.

Players do a series of turns (play one Tribal Card or Pass) until all Players Pass.

Clash - Resolve Clash in each Province containing a Horde. If Victory, distribute Loot and Glory. Always check for Casualties, destroy Attachments, shuffle Roman Cards back into Roman deck. If Victory, discard Province Card.

Round End - Shuffle Chieftain Cards back into Chieftain deck.

GAME END

If there are six or more Province Cards in the Province Discard Pile, the game ends.

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CHIEFTAIN CARD



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1 player	5	10	15	20	25
2 players	4 1	7 3	10 5	13 7	16 9
3 players	3 2 0	6 3 1	8 5 2	11 6 3	13 8 4
4 players	-	4 3 2 1	7 4 3 1	9 6 4 1	11 7 5 2

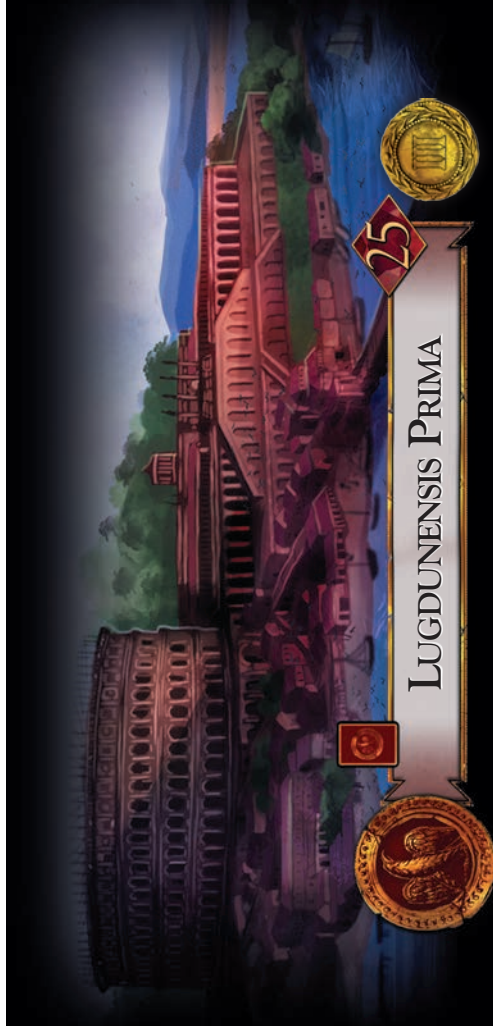
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25

LUGDUNENSIS PRIMA

If at least 1 *Chieftain Comites* is participating in this clash, destroy all Roman cards attached to this province.

illus. Judyta Sosna

GM 03/5



25

GERMANIA PRIMA

VICTORY: A player whose horde's total is highest receives 2 additional .

DEFEAT: Destroy all participating . Subtract 1 from the die roll result when checking unit casualties.

illus. Judyta Sosna

GM 01/5



20

BELGICA PRIMA

VICTORY: A player whose horde's total is highest may search his tribal deck for a tribal unit and put it into his hand.

Destroy all participating , , .

illus. Judyta Sosna

GM 04/5



25

RAETIA SECUNDA

VICTORY: Each player participating in this clash draws 1 tribal card.

DEFEAT: Each participating player discards 1 tribal card.

illus. Judyta Sosna

GM 02/5

PROVINCE CARD



PROVINCE CARD



PROVINCE CARD



PROVINCE CARD





15

ALPES POENINAE

III

VICTORY: Only a player whose horde's total is highest receives .

DEFEAT: Each player sacrifices 1 participating tribal unit that passed unit survival check.

20

RAETIA PRIMA

IV

VICTORY: A player with the fewest among all players may draw 2 tribal cards or gain 4 .

DEFEAT: A player with the most among all players must choose: discard 2 tribal cards or lose 2 ; if neither is possible, then lose 5 .

15

LUGDUNENSIS SENONIA

IV

VICTORY: A player with the fewest among all players may choose one: draw 3 tribal cards; or gain 6 ; or gain 6 .

DEFEAT: Attach two Roman cards to this province.

20

LIGURIA

III

Before checking unit losses, each player may choose whether to receive 1 or receive 1 for each of his units destroyed in this clash.

PROVINCE CARD



PROVINCE CARD



PROVINCE CARD



PROVINCE CARD





AQUITANIA PRIMA

VICTORY: A player whose horde's total is highest receives 2 additional .

DEFEAT: All participating players lose 3 .

illus. Judyta Sosna

GM 11/5



MAXIMA SEQUANORUM

Each here receives 1 additional point of .

illus. Judyta Sosna

GM 12/5



LUGDUNENSIS SECUNDA

Each and here has its reduced by 1.

illus. Judyta Sosna

GM 09/5



GERMANIA SECUNDA

VICTORY: Each player (in descending order of Chieftain initiative) may take 1 from his discard pile to his hand.

DEFEAT: Destroy all participating tribal units.

illus. Judyta Sosna

GM 10/5

PROVINCE CARD



PROVINCE CARD



PROVINCE CARD



PROVINCE CARD





illus. Judyta Sosna

Each player (in descending order of Chieftain initiative) may move 1 of his surviving units from this province to another province instead of returning it into his hand.

GM 15/5



illus. Judyta Sosna

Fulcum, *Cuneus* and *German Phalanx* have no effect in this clash.

GM 13/5



CHIEFTAIN INITIATIVE



illus. Judyta Sosna

Ar and *Ar* are the only tribal units that may be assigned to this province.

GM 14/5

PROVINCE CARD



PROVINCE CARD



PROVINCE CARD



GLORY BOARD





GLORY BOARD



GLORY BOARD



GLORY BOARD

