

PLAYER AID – Rome



Capitals



Areas of influence



Seas adjacent to Capitals



Battle:   1,   1,  1 (2 when attacking)

ACTIONS



Movement: Move an Army or a Fleet.



Pass: Place a card from your hand face-up next to the board without resolving it.



Card Effect: Play a card.



Fleet Deployment: Remove an Army from anywhere on the board and place an off-board Fleet in your sea.

CARD EFFECTS



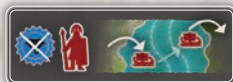
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You **must** play 1 additional card from your hand. You cannot play any additional card if this is the last card you have played.



Withdraw your Units according to the retreat rules.



Place an Army on a Roman Fleet in an adjacent sea. That Fleet may take a Movement action. You cannot move into a sea with enemy Fleets. Next, place the Army on that Fleet in an area adjacent to that Fleet. **It is impossible to enter the Capital of Carthage with such a move.**



Armies can perform up to 2 Movement actions. If you perform this action during a battle, you cannot start any new battles and you cannot move via any areas where a battle is conducted.



Move up to 2 Armies. If you have an Army in the area where you moved, you can move the moved Army to the next area. You **must** end the movement of an Army when you enter an area without your Armies. **It is impossible to enter the Capital of Carthage with such a move.**



Armies can perform up to 4 Movement actions.

PLAYER AID – Carthage



Capitals



Areas of influence



Seas adjacent to Capitals



Battle: **1**, **1**, **1** (**2** when attacking)

ACTIONS



Movement: Move an Army or a Fleet.



Pass: Place a card from your hand face-up next to the board without resolving it.



Card Effect: Play a card.



Fleet Deployment: Remove an Army from anywhere on the board and place an off-board Fleet in your sea.

CARD EFFECTS



Move your Army across any single sea. Any player's Fleets may be in that sea. **It is impossible to enter the Capital of Rome with such a move.**



Armies (**except Hannibal**) can perform up to **3** Movement actions. If you perform this action during a battle, you cannot start any new battles and you cannot move via any areas where a battle is conducted.



Armies can perform up to **2** Movement actions. If you perform this action during a battle, you cannot start any new battles and you cannot move via any areas where a battle is conducted.



Perform the effect of any card you played previously. **You cannot perform an effect of a **6** card.**



Place 1 card from your hand face-up next to the board and add 1 strength to this card.



1 Army and 1 Fleet can perform **1** Movement action. These actions can be performed in any order.



1 Fleet can perform **1** Movement and Armies (**except Hannibal**) can perform up to **2** Movement actions. These actions can be performed in any order.