

8C12 Roman



Organize the Exarchate

Recruit: One garrison unit per Roman occupied fortress.

Move: Leaders 3
Regular Cavalry 2
Infantry 1
Irregulars 2

Fleet Move: One

8C11 Roman



Sieges

Recruit: One Roman unit (except leaders).

Battle: For all Roman attacks this turn, Barbarian units defending in fortresses are affected by panic results.

Move: Leaders 3 Regular Cavalry 2
Infantry 2 Irregulars 1

Fleet Move: One

8C10 Roman



Unrest in the Roman ranks

Immediately: 1) The Roman player must roll one die for each Roman controlled unit on the map, other than leaders or units stacked with them. On a "1" place the unit in the Recruit Box. On other results there is no effect. 2) Reshuffle Roman cards.

Move: Leaders 3 Regular Cavalry 2
Infantry 2 Irregulars 1

Fleet Move: None

8C15 Roman



Support Rebels

Recruit: Recruit two garrison units and place them in any fortress or towns. If there are enemy units in those spaces, they must withdraw per the retreat rule.

Move: Leaders 3
Regular Cavalry 2
Infantry 1
Irregulars 3

Fleet Move: Three

8C14 Roman



Procopius

Immediate: Examine all enemy stacks.

Recruit: Two Roman units (any types).

Move: Leaders 3
Regular Cavalry 3
Infantry 2
Irregulars 2

Fleet Move: Two

8C13 Roman



Allies

Immediate: If either the Huns or Moors are Vandal controlled, pick one and gain control of all their units.

Recruit: One Hun or three Moor units (if controlled).

Move: Leaders 3
Regular Cavalry 2
Infantry 1
Irregulars 5

Fleet Move: One

8C16 Roman



Magister Militum Africae

Recruit: 3 Roman units (any types).

Move: Leaders 5
Regular Cavalry 4
Infantry 3
Irregulars 4

Fleet Move: Three

Remove from play!

8C17 Roman



Naval-Land Campaign

Recruit: One Roman unit (except leaders).

Move: Leaders 4
Regular Cavalry 3
Infantry 2
Irregulars 4

Fleet Move: Three

8C18 Roman



Naval-Land Campaign

Recruit: One Roman unit (except leaders).

Move: Leaders 4
Regular Cavalry 3
Infantry 2
Irregulars 4

Fleet Move: Three

