

Each player keeps a deck of action cards face-down on his command mat. During the game he draws cards into his hand. He then plays those cards to do things in the game. Cards that are played are either **discarded** or **removed**. In the former case, they are placed face-down in the discard pile, and will eventually return to play by reshuffling. In the latter case they are placed in the remove box of the command mat, and never return to play.

HAND SIZE

Each army has a limit on the number of cards that the player may hold, called his hand size. In the basic game all players and armies have a hand size of **seven cards**.

REDRAW

In the redraw step of each status phase, **each player** must draw cards from his deck to replenish his hand back to its hand size. For example, if you have only two cards left then you will draw five new cards, to replenish your hand to seven cards. If a player's hand is already at its hand size, he does not draw any cards.

If there are not enough cards left in your deck to replenish your hand, you draw as many as the deck has, then reshuffle your discard pile to create a new deck, and draw any remaining cards that you need.

Remember that **both** the active and passive player redraw every turn.

RESHUFFLE

Whenever a player's deck runs out of cards he must reshuffle. He takes all the discards and shuffles them, then places them face-down to create a new deck. He does **not** reshuffle the cards in his hand! The cards in his hand remain unaffected by reshuffling.

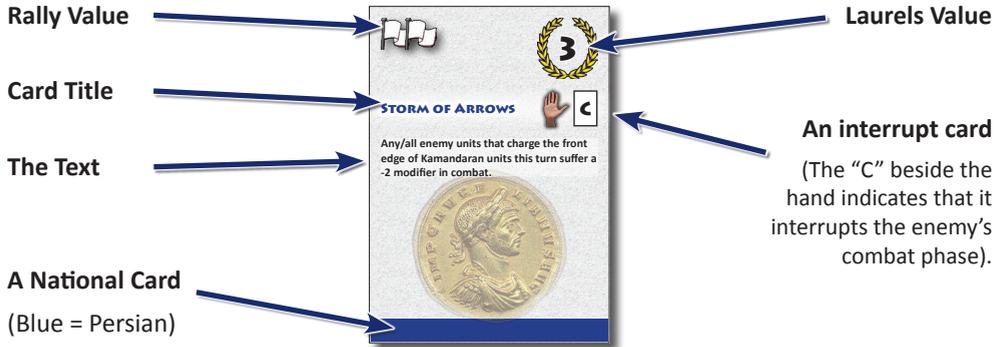
Reshuffling often occurs in the midst of some activity that requires drawing cards. For example, you might be entitled to draw four cards, but you have only two left in your deck. In that case you would draw those two remaining cards, then reshuffle, and draw two more from the new deck.

A player often has the choice of whether to play a card from his hand or to draw one from the top of the deck. If the deck has no cards remaining, he must reshuffle first and then he can draw.

NO VOLUNTARY RESHUFFLE

A player may not voluntarily reshuffle if he doesn't need to. In other words: reshuffling is mandatory when the deck runs out. It may not be done earlier.

ANATOMY OF THE ACTION CARDS



CARD SYMBOLS

Each action card has symbols and numbers in its upper corners. In the upper-right corner it has a number surrounded by laurels. This is the card's **laurels value**. The laurels may be used during the movement phase, the shooting phase, or the combat phase.

Each card has one or more white flags in its upper-left corner. The number of flags is its **rally value**, which is used if the card is played to remove DISRs in a rally phase.

In the center of each card is a **title** with either the symbol for an **event** (an “E”) or the symbol for an **interrupt** (a hand). The text beneath the title explains the card's use when played for that purpose. Instead of playing a card for a value, you could instead play it **“for its text,”** meaning you are using the card for that event or interrupt described in the text.

To summarize, each card can be used for one of three things: playing it for its **laurels**, or for its **rally** value, or playing it for **text**, in which case you are using the card for an event or interrupt, as described by the text.

“CHOOSE” OR “DRAW”

The rules employ the word “play” to mean: “do something with a card.” For example, you must “play a card” in your movement phase, in order to move any units.

If the rules say that a player must “choose” a card, it means: from his hand. If they say he must “draw” a card, it means: take the top card from his deck. In some cases a player is allowed to do either (he may choose OR draw a card).

REMOVE

Cards can be removed from the game in several ways:

- The active player must remove one card in the fatigue step of his status phase.
- One or more cards are often removed after playing them for combat or shooting. This is explained in the chapters on combat and shooting.
- Cards are usually removed when played to rally units.
- A player must remove one or more cards when one of his units breaks.
- Cards may sometimes be removed due to other special reasons or events.

In some cases a card has a trash can symbol in its lower right corner. If so, then when the card is **played for its text**, it is not discarded but instead removed from the game. If it is played for another reason, then it is discarded normally.



Cards that are removed should be placed face-down in the “removed” box of the command mat.

EVENTS

A card with the event symbol (E) can be played as an event. The active player may play one event, if he wishes, in the event phase of his turn. The text of the card will explain its effect.



Event cards have a variety of effects. In many cases they modify some sort of action later in the turn. Other event cards involve a single discrete event that is resolved at once, as described in the text.

INTERRUPT

Normally all card play in a turn is done by the active player. However, the passive player has the opportunity to play one interrupt card during his opponent's turn. An interrupt card has a hand symbol, and its text explains when it may be played and with what effect.



Only one interrupt may be played per turn. The active player never plays interrupt cards.

An interrupt card has a letter in a white box beside the interrupt (hand) symbol. This letter indicates in which phase of the active player's turn the interrupt must be played: **(R)**ally, **(S)**hooting, **(M)**ovement, or **(C)**ombat.

The card must be played at the start of that phase of the active player's turn (i.e. before the active player has begun that phase). The active player declares whether or not he will play a particular phase and if he does, the passive player announces whether or not he will interrupt it. For example,

Decius: “I will play my shooting phase now.”

Artagur: “I have an interrupt card for that....”

CURRENT EVENTS AND INTERRUPTS IN PLAY

It can be helpful to leave event and interrupt cards out, plainly visible to both sides, throughout the turn so that both sides will be reminded of their effects. Players should place those cards somewhere in the midst of the board, to make it obvious that they are in effect. At the end of the turn, move those cards to their proper destination: the discarded or removed boxes of the command mat.

EVENT VS. INTERRUPT

There are some cases in which an interrupt card can moot or foil a previously-played event. For example, the active player might play an event that gives him bonuses in combat, but then the passive player plays an interrupt that prevents him from having a movement phase at all, and thus none of his units get to charge. The event card is wasted in this case. The gods are fickle.

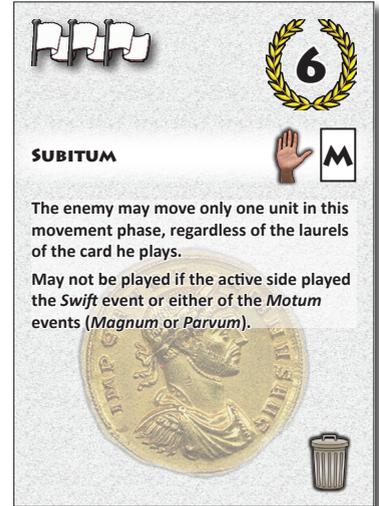
The passive player may not play any interrupt cards in a turn in which the active player plays the *No Sacrifices Were Made* event.

Example of an Interrupt Card

Consider the interrupt card *Subitum*, illustrated at right. First, note that it is a common card; it has no colored stripe. Any army can use *Subitum*.

Playing this card for its text restricts the active player's movement phase to allow him to move no more than one unit. It must be played at the start of the active player's movement phase (note the M beside the hand symbol), before the active side has played a card for laurels. If you wait until the active player has started his movement phase, it is now too late to play this interrupt. If the active player declared that he would not play a movement phase at all, then the interrupt may not be played.

Note also the trash can symbol. If he plays *Subitum* for its text, then the passive player must remove it from the game.



Sarmatians charge the Romans. Note the stick with red "apples" behind the Romans. Tobi uses this to mark DISRs on the bases in an attractive way.