

Take an action:
Priority: L to R,
Rome wins ties

Event cards may never be used for any of these:

Event

Supply

Neutral tribe activation

Political

Movement

Which side?

Germanic

Rome

Vercingetorix in play?

NO

YES

1 supply raid per year
or
(Optional) 2 supply raids per year

May not raid
or
(Optional) 1 supply raid per year

Decrease supply by value of card

Increase supply by value of card +1

Germanic

Rome

Limit 2 per year

Limit 1 per year

Neutral tribe activations by other actions do not affect this limit.

Stand blocks upright

BRITANNIA:
Rome may only select if he has 1+ Roman legions in a port area.
Germanic may only select if he has ANY friendly units in a port area.

GERMANIA:
Rome may never select Germania.

Roll a die.
-1 if area on card matches the selected area.
If die roll <= value of card, success.

All units immediately return home. Switch sides.

If enemy units are in area, the converted tribe attacks.

LEADER'S HOME LAND:
Minor Leader is eliminated.
Vercingetorix selects a new home area that is a Germanic-controlled tribal area, otherwise, he is eliminated.

May activate 1 group per point on the card (Each off-map Roman legion is 1 group)

BORDER LIMITS:
6 per block border.
2 per blue border and may not force march to another area.

Roman Legions (only) may move an additional area for the cost of 1 supply point per block

NAVAL MOVEMENT:
Move port to port 1 point moves 2 blocks.
Only Roman units may enter enemy port areas

COMBAT PROIRITY

Ceasar goes first +1 die (Optional)

A-RATINGS:
Defending fortified tows
Defending port area from Roman sea invasion

Defending A - Attacking A
Defending B - Attacking B
Defending C - Attacking C

+1 DIE IN FIRST ROUND:
Defending fortified town
Defending Helvetii
Defending across Rhine

BATTLE RATING BONUS:
Any Roman Legion in battle with Ceasar becomes A3 (Optional)