

Άλαλά!

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Άλαλά!





Agatha Tyche

Good luck

Re-roll any one die at a time of your choosing

May be retained to play later

Good Omens

+1 aggression level to one unit, chosen by you.

Play immediately

Bad Omens

-1 aggression level to one unit, chosen by enemy

Play immediately

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Beautiful Plumage

You have an impressive helmet crest but can you fight?

NO EFFECT

Alala!

Rousing war cry. +2" to any phalanx move, except Spartans. No DPs

Ekdromoi

Force an enemy skirmisher unit within 4" of Hoplites to retire with 1 casualty. Inflict 2 casualties if Spartans

May be retained to fool enemy May be retained to play later

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Far seeing Apollo

Re-roll up to 3 shooting dice in a single throw

May be retained to play later

The Strength of Ares

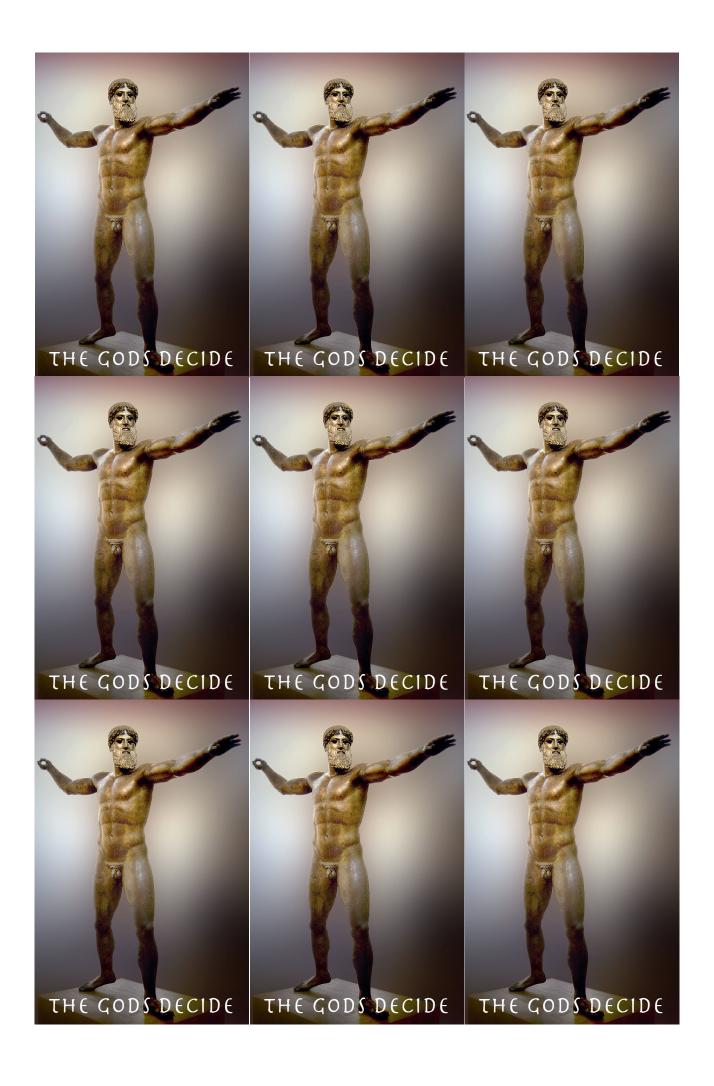
Re-roll up to 3 combat dice in a single throw

May be retained to play later

Athena's Wisdom

Leader's CPs increased by 1 to maximum of 5.

Play immediately



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Strategos

None of the units in the army need to take a control test this turn

Play immediately

Aphrodite's Love

The leader who draws the card is distracted. He may not use any CPs this turn

Play immediately

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Nice Paint Job

The artist you hired did a good job on your shield design NO EFFECT

Alala!

Rousing war cry. +2" to any phalanx move, except Spartans. No DPs

Ekdromoi

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Cerberus' Bite

The Hound of Hades joins a cavalry unit of player's choice. +1 die every time that unit fights in combat

Play immediately

Zeus' Thunderbolt

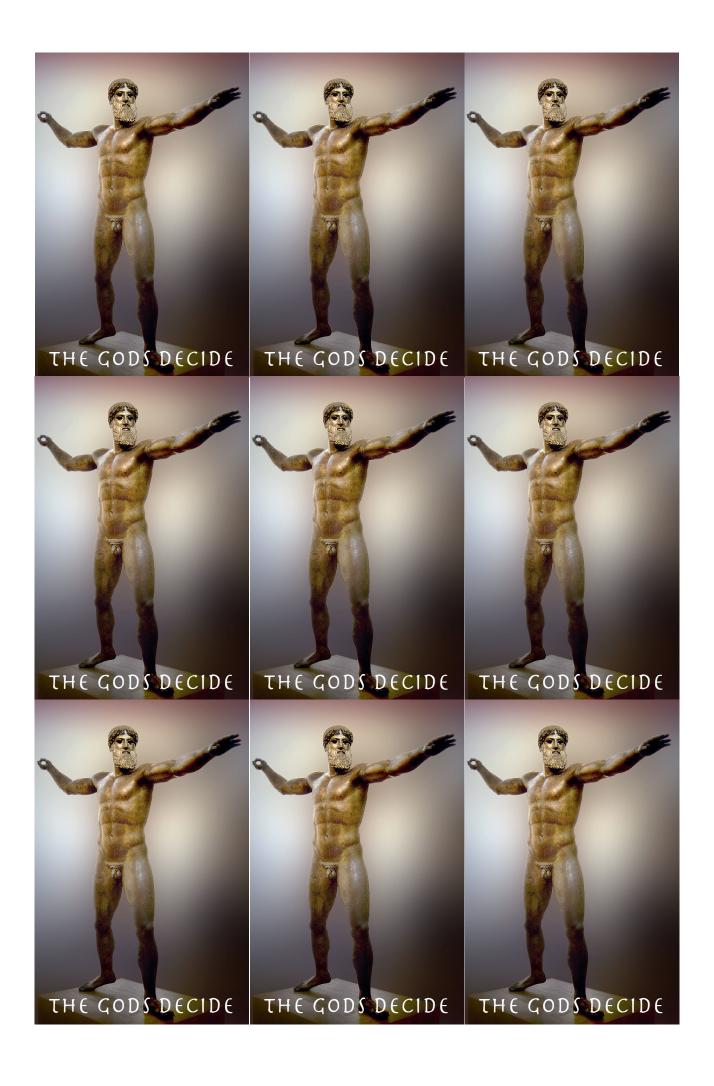
One enemy unit of player's choice gets one DP as the thunderbolt strikes

Play immediately

Asclepius' Healing

One unit of player's choice ignores a casualty

May be retained to play later



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Elite Horsemen

One cavalry unit of player's choice may act as player wishes when a control test gives a different result

May be retained to play later

Jealous Leaders

All leaders in player's army dice off. High score +1 CP all others loose 1 CP each

Play immediately

The Shame of Aidos

A non-A/B Grade unit chosen by the enemy may not move on a turn chosen by the enemy

Give to enemy

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Hubris

Re-roll one die chosen by the enemy at a time of his choosing

Give to enemy

Spartan Drill Master

Remove 1 DP from a unit of players choice without needing to redress ranks

May be retained to play later

Elite Skirmishers

One skirmisher unit of player's choice may act as player wishes when a control test gives a different result

May be retained to play later

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Spartan Terror

Enemy drop 1 aggression level if charged by Spartans. No effect if no Spartans in the army that draws the card

May be retained to play later

Heavy Armour

A hoplite unit of player's choice ignores all shooting casualties inflicted that turn

May be retained to play later

The Gods Watch Over

A unit of player's choice may re-roll **all** dice

May be retained to play later

