

STRENGTH & HONOUR

ACTIVATION OPTIONS

Move	Combat	Charge	Shoot	Reform
Homunculus Est!				

REVERSAL OF FORTUNE

- If a unit fails two **consecutive** *Movement Activations*.
- If a unit fails a *Manoeuvre Test*.
- If a unit has no enemy unit to its front after *Charge Activation*.
- If a unit fails a *Reform Test*.
- If a unit is *Pushed Back* with Repulsed or Grind result.
- If a unit is *Short of Ammunition*.
- Unsuccessful attempt to bring *Off-Table unit* back.
- If a "*Homunculus Est!*" fails.

SETBACK AND DISASTER CARDS

Setback Cards	Disaster Cards
<ul style="list-style-type: none"> • Formed unit is Pushed Back • Formed unit is Retiring • Unit becomes Disordered • Skirmisher unit Routs • Skirmisher unit withdraws from Table • General lightly or seriously wounded • General withdraws from Table (+ one Card for each initial Generalship Point!) 	<ul style="list-style-type: none"> • Formed unit Routs and is removed from play • Formed unit withdraws from Table through Push Back or Retiring • General killed • Baggage or Camp is captured

MOVEMENT ACTIVATION

Roll 1D6. Add any Modifiers. Check Movement table results.

Unmodified roll of **1** counts as failed Activation.

If Army Fatigued: Unmodified roll of **1-2** counts as failed Activation.

Two **consecutive** Activations failed: *Reversal of Fortune*.

Modifiers

Light Infantry / Infantry Skirmishers **+1**

Cavalry **+2**

Light Cavalry **+3**

Modified Roll	1	2 / 3	4 / 5	6 / 7	8 / 9
Movement Points	0	1	2	3	4

- **Warband** units must move full distance and towards enemy.
- **Two** Infantry or Cavalry units directly behind each other may make *combined* Movement roll and move together.
- Units with Skirmish Characteristic may move **through** another Skirmish unit or Drilled unit. (*No other Unit may move through another Unit unless as a result of a Rout!*)
- Unit moving forward in **Rough Terrain** needs one Movement Point per square.

COMMAND POINTS

Any three Points can be exchanged for one different Point at any time.

Attack	Movement
<ul style="list-style-type: none"> • Re-roll <i>all</i> Combat dice • +1 for Movement dice in Charge for each Attack Point (except roll of 1) 	<ul style="list-style-type: none"> • Re-roll one Movement dice • Re-roll one Manoeuvre Test • Advance as a line (see p. 18)
Defence	Strategy
<ul style="list-style-type: none"> • Re-roll failed Discipline Test • Roll additional Defence dice • Stand after Push Back result (Setback Card still collected!) 	<ul style="list-style-type: none"> • Deploy in not-adjacent square • Re-allocate Command Points (no pool more than 4) • Re-roll any "Ruse" activation (see p. 63) • Cancel one Setback Card • Cancel "Homunculus Est!" (no Reversal of Fortune)
Generalship	
<ul style="list-style-type: none"> • Convert into one Attack, Defence or Movement Point for a unit the General is attached to • Convert into a Strategy Point • Cancel "Homunculus Est!" (no Reversal of Fortune) 	

HOMUNCULUS EST!

Once in a phase, a player may call "Homunculus Est!" → The opponent has to reveal all Setback and Disaster Cards. The player can expend one Strategy or Generalship Point to cancel "Homunculus Est!", but only **once per battle** (this does not trigger Reversal of Fortune).

Number of Points is equal to or higher than Army Break Point	<ul style="list-style-type: none"> • Army is broken and battle is lost
Number of Points is less than Army Break Point but equal to or higher than half	<ul style="list-style-type: none"> • Army is not broken • All units become Fatigued • Player can discard one revealed Setback or Disaster Card of his choice • Reversal of Fortune
Number of Points is less than half of the Army Break Point	<ul style="list-style-type: none"> • Army is not broken • Player can discard one revealed Setback or Disaster Card of his choice • Reversal of Fortune

MANOEUVRE TEST

Roll 1D6. Add any Modifiers.

Success if roll is equal to or above unit's Manoeuvre Rating.

Unmodified roll of **1** always fails and **6** always succeeds.

Drilled units may Re-roll failure in Flat Open Ground.

A unit leaving an enemy ZOC must pass Manoeuvre Test.

Two units of **same type** directly behind each other may manoeuvre together → Only the leading unit makes Manoeuvre Test and manoeuvres, the rear unit is placed directly behind it.

Failure of Test: Reversal of Fortune!

Modifiers

About Face **-1**

Infantry manoeuvring in Rough Terrain **-1**

Cavalry manoeuvring in Rough Terrain **-2**

Manoeuvres

Manoeuvre Attempted	Manoeuvre Points
Oblique Advance	2
Forward Turn 90°	2
Drifting	2
About Face 180°	2
Moving forward in Rough Terrain (per square)	1

COMBAT ACTIVATION			
1)			
Add all applicable Modifiers to each unit's Combat Rating. In Rough Terrain Combat Rating for Infantry is always 2 and for Cavalry is always 1 . Remember unit Characteristic Modifiers!			
Each supporting adjacent friendly unit not in ZOC	+1	Infantry or Cavalry unit with Skirmish Line in front	+1
Warband directly behind each other not in ZOC	+1	Infantry unit with Elephant Skirmish Line in front	+2
Warband charging	+1	Downhill charge	+1
Combat with enemy on Flank or Rear	1/2	Disordered unit	1/2
Attacking across Linear Obstacle	1/2		
2)			
Compare modified Combat Ratings and determine number of dice.			
Equal Combat Ratings			
Attacker rolls one dice.			
Higher Combat Rating but not double			
Attacker rolls two dice. Player with higher Combat Rating chooses result.			
Double Combat Rating or more			
Attacker rolls three dice. Player with higher Combat Rating chooses result.			
3)			
Defending unit rolls one Defence dice (Cataphracts roll two dice unless "Repulsed" result) → If Defence dice matches chosen Combat result dice the attack has no effect.			

COMBAT RESULTS		
Apply the result on the Outcome table for the chosen combat dice.		
1D6	Result	Outcome
1	Repulsed	Attacking unit is Pushed Back and must make Discipline Test. Reversal of Fortune.
2	Grind	Attacking and Defending unit are both Pushed Back and both must make Discipline Test. Both Players receive Setback Card if Formed unit (not Skirmishers). Reversal of Fortune. If Defending unit is Battle Trained the result becomes a "Repulsed".
3	Stand	No effect.
4	Push Back	Defending unit is Pushed Back. Player receives Setback Card if Formed unit (not Skirmishers).
5	Advance	Defending unit is Pushed Back and must make Discipline Test. Player receives Setback Card if Formed unit (not Skirmishers). If Defending unit has Skirmisher Characteristic the result becomes a "Stand".
6	Crunch	Defending unit is Pushed Back and must make Discipline Test. Player receives Setback Card if Formed unit (not Skirmishers).

SHOOTING ACTIVATION	
1)	
Add all applicable Modifiers to shooting unit's Ranged Combat Rating and target unit's Combat Rating .	
Each adjacent friendly unit with Ranged Missile Characteristic not in ZOC	+1
Target unit shot in Flank or Rear	1/2
Target unit Disordered	1/2
2)	
Compare modified Combat Ratings and determine number of dice.	
Lower Combat Rating	
Shooter rolls one dice and applies -1 for each point of difference in Combat Ratings.	
Equal Combat Ratings	
Shooter rolls one dice.	
Higher Combat Rating but not double	
Shooter rolls two dice and chooses result.	
Double Combat Rating or more	
Shooter rolls three dice and chooses result.	
3)	
Defending unit rolls one Defence dice (two dice if in Cover) → If Defence dice matches chosen Combat result dice the attack has no effect.	

SHOOTING RESULTS		
Apply the result on the Outcome table for the chosen combat dice.		
1D6	Result	Outcome
1	Short of Ammunition	No effect on Target. Reversal of Fortune. (Cancelled if Defence roll is 1.)
2-3	No Effect	No effect on Target.
4	Push Back	Target unit is Pushed Back one square. Player receives Setback Card if Formed unit (not Skirmishers).
5	Telling Shots	Target unit is Pushed Back one square and must make Discipline Test. Player receives Setback Card if Formed unit (not Skirmishers). If Target unit has Skirmisher Characteristic the result becomes "No Effect".
6	Withering Shooting	Target unit is Pushed Back one square and must make Discipline Test. Player receives Setback Card if Formed unit (not Skirmishers). If Target unit has Skirmisher Characteristic roll on Push Back table and move unit directly away from shooting unit the distance rolled. Skirmisher must make Discipline Test but receives no Setback Card.

STRENGTH & HONOUR

PUSH BACK			
Pushed Back unit rolls 1D6 to determine how far it moves back.			
1D6	Formed Infantry	Skirmishers	Cavalry
1	No movement	1 square	1 square
2-4	1 square	2 squares	2 squares
5-6	2 squares	3 squares	3 squares
Terrain is ignored when being Pushed Back!			
Push Back Off-Table			
<ul style="list-style-type: none"> A unit Pushed Back Off the Table cannot return. Formed unit or General Pushed Back Off the Table suffers Disaster Card. Skirmisher unit Pushed Back Off the Table suffers Setback Card. 			
Making Contact while being Pushed Back			
<ul style="list-style-type: none"> If Pushed Back unit contacts Formed friendly unit, the contacted unit moves one square to allow the Pushed Back unit to take place. Both units then halt. If Pushed Back unit contacts Formed enemy unit or Impassable terrain, it must halt and becomes Disordered. If already Disordered, it will Rout. If Warband unit is Pushed Back whilst supported by friendly Warband, both units move back the distance rolled. If Pushed Back Formed unit contacts friendly unit with Skirmisher Characteristic, the Skirmisher unit moves one square to accommodate the Pushed Back unit unless it has sufficient movement to fully pass through. If Pushed Back Skirmisher unit contacts friendly unit, it moves through. If Pushed Back Skirmisher unit contacts enemy unit or Impassable terrain, it must halt and becomes Disordered. If already Disordered, it will Rout. 			

FOLLOW UP			
Victorious unit rolls 2D6 if not wishing to Follow Up → If equal to or higher than unit's Discipline Rating, it remains stationary. If not, it must Follow up.			
Unit rolls 1D6 to determine how far it advances.			
1D6	Formed Infantry	Skirmishers	Cavalry
1	No movement	1 square	1 square
2-4	1 square	2 squares	2 squares
5-6	2 squares	3 squares	3 squares
When a unit Following up has another enemy in one of its two frontal squares: <ul style="list-style-type: none"> <i>Infantry</i> remains stationary <i>Cavalry</i> may carry out an Oblique Advance at a cost of one Follow Up Movement Point 			
PURSUIT OFF-TABLE			
No Setback or Disaster Card collected.			
Unit is temporary removed from Table.			
In following turns a player may attempt to bring the unit back → The unit must make Discipline Test. <ul style="list-style-type: none"> If successful: Unit returns in the two squares where it left the Table If unsuccessful: Unit remains off the Table. (Further attempts can be made in subsequent rounds.) Reversal of Fortune. 			

SKIRMISH AND RESERVE LINES OUTCOME	
Roll 1D6 for any Skirmish or Reserve Line in Combat. Remove from play if:	
1D6	Remove
1-4	Infantry or Cavalry
1-3	Light Chariots
1-2	Elephants
If a unit is Routed , all attached Skirmish and Reserve Lines are removed.	

LOST EAGLES AND CENTURION CASUALTIES			
Roll 2D6 if Roman Legion unit Routing or Retiring .			
Event	Eagle Lost	Centurion Casualties	No Effect
Routed from Combat	2-6	7-8	9-12
Routed not from Combat	2-5	6-7	8-12
Retiring from Combat	2	3-4	5-12
Retiring not from Combat	2	3	4-12
If Eagle Lost: collect Disaster Card.			
If Centurion Casualties: collect Setback Card and increase unit's Discipline Rating <i>permanently</i> by +1.			
Note: Each Legion can only loose <i>one</i> Eagle and suffer Centurion Casualties <i>once</i> per battle!			

RISK TO GENERALS		
Test for General which is attached to a unit which is Pushed Back, Disordered, Retiring or Routing .		
1) Roll 2D6 and compare result to event.		
2D6	Injured if unit is	
2	Pushed Back	
2-3	Disordered	
2-4	Retiring	
2-5	Routing	
2) If General is injured, roll 1D6 and determine outcome.		
1D6	Event	Outcome
1-2	General killed	<ul style="list-style-type: none"> Remove General from play Remove all Generalship Points Collect Disaster Card Immediate "Homunculus Est!" (<i>no removal of Cards if army not broken</i>) Roll 1D6 per Command Point: on 1-3 the Command Point is removed
3-4	General seriously wounded	<ul style="list-style-type: none"> Remove General from play Remove all Generalship Points Collect Setback Card Collect additional Setback Cards for each starting Generalship Point Roll 1D6 per Command Point: on 1-2 the Command Point is removed
5-6	General lightly wounded	<ul style="list-style-type: none"> Remove one Generalship Point Collect Setback Card Roll 1D6 per Command Point: on 1 the Command Point is removed

DISCIPLINE TEST		
Testing unit rolls 2D6. Add +1 if a Light Chariot Skirmisher Line is present. Compare result to Discipline Rating.		
Equal to or greater than Discipline Rating	Pass	Discipline Test is passed. Natural roll of 12: Remove one unseen Setback Card.
Less than Discipline Rating	Failure	Consult relevant outcome in table below.
Less than Discipline Rating and dice shows "double"	Critical Failure	Consult relevant outcome in table below and apply Critical Failure Modifier .

REFORM TEST		
Disordered unit rolls 2D6. Add any Modifiers. Compare result to Discipline Rating.		
Modifiers For each enemy ZOC -1 If General is attached +1		
Equal to or greater than Discipline Rating	Pass	Remove Disordered marker. Natural roll of 12: Remove also one unseen Setback Card.
Less than Discipline Rating	Failure	Consult relevant outcome in table below.
Less than Discipline Rating and dice shows "double"	Critical Failure	Consult relevant outcome in table below and apply Critical Failure Modifier .

FAILED DISCIPLINE OUTCOME		
Roll 2D6.		
Modifiers For each Point by which unit failed Discipline Test if Critical Failure -1 If Fatigued Army -2		
2D6	Result	Outcome
2-4	Rout	<ul style="list-style-type: none"> Unit makes additional move rolled on Follow Up table away from enemy. Any friendly unit whose ZOC is entered or passed through must make immediate Discipline Test. Unit then removed from play. Player collects Disaster Card if unit is Infantry or Cavalry; Setback Card if Skirmishers. If Roman Legion: make Lost Eagles Test.
5-6	Retiring	<ul style="list-style-type: none"> Unit becomes Disordered. If already Disordered, it Routs (see above). Unit faces away from enemy. Player collects Setback Card. If Retiring unit is Pushed Back and contacts a friendly unit, the friendly unit is Pushed Back one square to make space. Friendly unit becomes Disordered and another Setback Card is collected. If Roman Legion: make Lost Eagles Test.
7-12	Disordered	<ul style="list-style-type: none"> Unit becomes Disordered. If already Disordered, it Routs (see above). Player collects Setback Card.

FAILED REFORM OUTCOME		
Roll 2D6.		
Modifiers For each Point by which unit failed Reform Test if Critical Failure -1 If Fatigued Army -2		
2D6	Result	Outcome
2-4	Rout	<ul style="list-style-type: none"> Unit moves full distance rolled on Follow Up table away from enemy. Any friendly unit whose ZOC is entered or passed through must make immediate Discipline Test. Unit then removed from play. Player collects Disaster Card if unit is Infantry or Cavalry; Setback Card if Skirmishers. If Roman Legion: make Lost Eagles Test. Reversal of Fortune.
5-6	Retiring	<ul style="list-style-type: none"> Unit remains Disordered. Unit faces away from enemy and moves one square away from enemy. Contacted friendly unit is Pushed Back one square to make space. Player collects Setback Card. If Roman Legion: make Lost Eagles Test. Reversal of Fortune.
7-12	Disordered	<ul style="list-style-type: none"> Unit remains Disordered. Reversal of Fortune.

STRENGTH & HONOUR

UNIT CHARACTERISTICS (1)
Units are classed as Formed Infantry , Skirmishing Infantry or Cavalry .
Battle Trained
<ul style="list-style-type: none"> If Grind combat result, a defending Battle Trained Unit holds its ground and is not Pushed Back, does not receive a Setback Card and must not take a Discipline Test. The attacking Unit suffers all of the negative consequences of the Grind result instead. If both are Battle Trained, the result is a Stand.
Brave
<ul style="list-style-type: none"> Once per game a Brave Unit may re-roll a failed Discipline Test without expending any Command Points from the Command Board.
Cataphracts
<ul style="list-style-type: none"> A Cataphract Unit rolls two Defence D6 in Combat or Shooting Activations. If Repulsed combat result, the Cataphract Unit rolls a single Defence D6.
Cause Fear
<ul style="list-style-type: none"> If an enemy Unit wants to move into the Zone of Control of a Cause Fear Unit, it must pass a Discipline Test. If failing, it must stop outside of the Zone of Control. No Reversal of Fortune. If an enemy Unit fails any Discipline Test triggered by a Cause Fear Unit, it rolls with a -2 on the Failed Discipline Table. If a Cause Fear Unit is divided into Skirmish Lines and attached to a Unit, enemy Units are not required to take a Discipline Test to enter their Zone of Control. However, if they cause an opponent to take a Discipline Test for any other reason, only a -1 is applied when rolling on the Failed Discipline Table.
Cavalry
<ul style="list-style-type: none"> When entering Rough Ground, a Cavalry Unit applies a -1 modifier to its Manoeuvre Test. It cannot enter Forests.
Drilled
<ul style="list-style-type: none"> A Drilled Unit may re-roll one failed Manoeuvre Test in each turn if entirely in flat, open terrain.
Elephants
<ul style="list-style-type: none"> An Elephant Unit may either be deployed as a normal Unit or may be replaced with two Elephant Skirmish Lines. These add +2 to the Combat Rating of the Unit to which they are attached. After each round of Combat Activation, Elephant Skirmish Lines roll 1D6 and are removed on a roll of 1 or 2. Elephants count as Cavalry when carrying out Push Backs and Follow Ups. Elephants cause fear to any enemy Cavalry Units attempting to enter <u>any</u> square adjacent to the Elephant Unit (not just their Zone of Control). Any Critical Failure of a Discipline Test by an Elephant Unit or a Unit with an Elephant Skirmish Line attached to it, results in a Stampeding Unit. This is exactly as a Rout on the Failed Discipline Table, but all friendly and enemy Units that are within the Zone of Control of the Stampeding Unit must take a Discipline Test. After the Stampeding Unit has completed its move, it is removed from play.

UNIT CHARACTERISTICS (2)
Ferocious Charge
<ul style="list-style-type: none"> A Ferocious Charge Unit that is given a Charge Activation gains a +1 bonus to their Combat Rating for the current phase.
Frenzied
<ul style="list-style-type: none"> A Frenzied Unit that is given a Charge or Combat Activation, makes a second Combat Activation immediately after the first activation and any resulting Follow Up, if there is an enemy Unit immediately to their front. If the first combat results is a Repulse or Grind, the Frenzied Unit does not make a second Combat Activation and there is a Reversal of Fortune.
Heroic
<ul style="list-style-type: none"> Once per game a Heroic Unit may re-roll a failed Reform Test without expending any Command Points from the Command Board.
Immobile
<ul style="list-style-type: none"> An Immobile Unit cannot be given a Movement or Charge Activation. It cannot be Pushed Back or Disordered. It is automatically destroyed if it suffers a Rout or Retiring result.
Large Bladders
<ul style="list-style-type: none"> A Large Bladders Unit is able to swim over otherwise impassable rivers. They count all areas of impassable rivers as Rough Terrain.
Light Chariots
<ul style="list-style-type: none"> Light Chariot Units use the same rules as cavalry. Light Chariots may either be deployed as a normal Unit with the Skirmishers Characteristic, or may be replaced with three Light Chariot Skirmish Lines. When deployed as Forward Line, they give a +1 bonus to Combat Rating and add +1 to any Discipline Test roll. Although Light Chariots are Skirmishers, they do not modify the dice by -2 on the Failed Discipline Table.
Nomadic Cavalry
<ul style="list-style-type: none"> A Nomadic Cavalry Unit can carry out one free About Face 180° Manoeuvre without a Manoeuvre Test and expending any Movement Points. They may carry out a Shooting Activation at any point in their Movement Activation during each turn. To do this, they may halt their movement, take a Shooting Activation and then complete any remaining movement. Nomadic Cavalry can shoot either forwards or backwards. If Nomadic Cavalry roll a natural 1 and are Low on Ammunition, their movement stops and a Reversal of Fortune occurs.
Parthian Shot
<ul style="list-style-type: none"> A Parthian Shot Unit may shoot in any direction.
Phalanx
<ul style="list-style-type: none"> A Phalanx Unit gains a +2 Combat Rating when fighting enemy Cavalry to their front. When carrying out a Charge or Combat Activation on flat Open Ground (not agricultural land or hills), a Phalanx count any Grind combat result as a Push Back result. If the enemy is a Battle Trained Unit, the characteristics cancel each other out and the result is a Stand. A Phalanx attacked in the flank or rear by a Combat Activation automatically becomes Disordered before the combat is resolved. A Phalanx becomes Disordered if it moves into Rough Terrain. (This includes a Follow Up or a Push Back.)
Plentiful Missiles
<ul style="list-style-type: none"> A Plentiful Missiles Unit never runs short of missiles. A Short of Ammunition result counts as a No Effect result and there is no Reversal of Fortune.
Ranged Attack
<ul style="list-style-type: none"> A Ranged Attack Unit may use missiles to carry out a Ranged Combat Activation.

UNIT CHARACTERISTICS (3)
Rear-Guard
<ul style="list-style-type: none"> A Rear-Guard Unit cancels any Follow Up move against them. This even prevents Units which have a compulsory Follow Up from following up (such as Warbands).
Scythed Chariots
<ul style="list-style-type: none"> Scythed Chariot Units use the same rules as Cavalry. They have variable Combat Rating based on their speed: <ul style="list-style-type: none"> □ Normal Combat Activation or Charging one square: 2 □ Charge two squares: 3 □ Charge three squares: 4 □ Charge four squares: 5 If a Unit engaged by a Scythed Chariot Unit is either a Drilled Unit or has a lower Manoeuvre Rating, the Combat Rating of the chariots is halved (rounding down). If a Scythed Chariot Unit carries out a Charge or Combat Activation that results in a Pushed Back result, the enemy Unit is Disordered before taking a Discipline Test. A Scythed Chariot Unit that is Pushed Back is automatically destroyed and removed from play. This only results in a single Setback Card.
Skirmishers
<ul style="list-style-type: none"> A Skirmisher Unit may deploy into Skirmish Lines to attach to adjacent friendly Units at the end of the Deployment Phase or it may remain as a Skirmisher Unit. A Skirmisher Unit may re-roll a failed Manoeuvre Test once per turn. If a Skirmisher Unit fails a Discipline Test due to a Combat or Shooting Activation, it applies a -2 to the Failed Discipline roll.
Stubborn
<ul style="list-style-type: none"> If a Stubborn Unit suffers a Pushed Back, roll 1D6. On a roll of 5 or 6, the Unit remains stationary and is not Pushed Back. It does not receive a Setback Card and has not to make a Discipline Test. On a roll of 1 to 4, it is treated as a normal Unit with all of the usual consequences.
Warband
<ul style="list-style-type: none"> Warband Units must move the full distance rolled when activated for Movement. If possible, they must move closer to the nearest enemy Unit during their move. Warband Units add +1 to their Combat Rating when they use a Charge Activation. They must Follow Up if their opponents are Pushed Back. Warband Units provide a Support bonus in Combat if they are directly behind the two squares of a Warband Unit to their front.

ATTACHMENT CHARACTERISTICS
The following attachments add the listed Characteristics to the Unit to which they are attached.
Small Cavalry Reserve
<ul style="list-style-type: none"> Represented by a single small base of Cavalry. It remains attached to a Formed Unit of Infantry or Cavalry until used, at which point it is removed from play. A Small Cavalry Reserve can do one of the following actions: <ul style="list-style-type: none"> □ Give a +1 Combat Rating to the Unit it is attached to (after applying all other modifiers). Unlike Skirmish Lines, they may be used in a Combat in <i>any direction</i>. □ If an enemy Unit fails a Discipline Test while in Combat with a Unit with a Small Cavalry Reserve, it may oblige their opponent to apply a -2 to their Failed Discipline Test roll. □ If attached to a Unit which is Pushed Back in Combat, the Small Cavalry Reserve may be used to cover the retreat. It stops the enemy Follow Up on a roll of 2 to 6. On a roll of 1, the enemy Follow Up as normal. A Small Cavalry Reserve costs 3 points.
Praetorian Cohort
<ul style="list-style-type: none"> Represented by a single small base of Infantry. It may be attached to a Legionary Unit. After being used, it is removed on a roll of 1 to 3 and remains in play on a roll of 4 to 6. A Praetorian Cohort can do one of the following actions: <ul style="list-style-type: none"> □ Give a +1 Combat Rating to the Unit it is attached to. □ If attached to a Unit which is Pushed Back, the Praetorian Cohort may be used to cover the retreat. It stops the enemy Follow Up on a roll of 2 to 6. On a roll of 1, the enemy Follow Up as normal. A Praetorian Cohort costs 3 points.
Devotio
<ul style="list-style-type: none"> Represented by a single small base of infantry. It remains attached to a Legionary Unit until used, at which point it is removed from play. When a Legionary Unit with a Devotio declares a Charge Activation for the <u>first time</u> in the game and a Combat occurs, it may choose to do one of the following: <ul style="list-style-type: none"> □ Add +2 to the Combat Rating. □ Give a +2 modifier to the enemys Discipline Rating in this activation. □ Inflict an immediate Setback Card on the opponent. It has to be chosen which of these three options is used before any dice are rolled. If a Charge Activation fails to make contact with the enemy, the Devotio is lost and removed from play. Only one Devotio may be used by a Roman player per game. A Devotio costs 3 points.