

# African Kingdoms

**1**

**NEGUSA NAGAST**



African Kingdoms • Armor • Ability • Mystic

**Asqädäsä bäasgädajnät – Reveal:** Once each roll, after you make an attack or defense roll this round, if the roll is less than 10, you may re-roll the roll.

*The monarchs of Axum referred to themselves as Negusa Nagast ("King of Kings"), reinforcing their claim over all other leaders in Ethiopia, Eritrea, and Yemen.*

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**4**

**AXUMITE OBELISK**



African Kingdoms • Special • Item

**Qoräqorä – Reveal:** Place this card in any space in the arena.

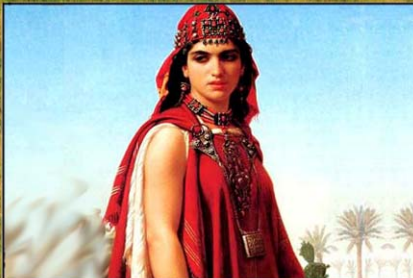
**Häwlt T'äla:** When you make a roll, if you are in or adjacent to this card's space, the roll gains +1. When you are attacked, if you are in or adjacent to this card's space, the attack cannot be a critical hit.

*Where the king of Axum conquered, these monoliths followed.*

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**7**

**DAHIYAH AL-KAHINA**



African Kingdoms • Warrior • Female

**Amuzay amgaru:** The damage of your basic attacks cannot be increased.

*A Berber queen (and reputed sorceress with prophetic skills), Dahiyah was a fierce leader and warrior, defending her people from Muslim invaders. Despite being over a century old, legends tell of al-Kahina dying in battle, sword in hand.*

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**4**

**PROPHECY**




African Kingdoms • Inspiration • Ability • Mystic

**Cellek – Reveal:** Choose an opponent who chooses a number between 0 and 9. Before the next time you make an attack roll this round, you may give the roll a bonus equal to the chosen number. If you do not, before initiative is determined next round, set that opponent's initiative to the chosen number.

*"Stay, you imperfect speakers, tell me more!"*  
—Shakespeare, *Macbeth* I.3

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**AEIZANAS OF AXUM**



African Kingdoms • Warrior • Male

**Gobäz gäzh:** When you make a basic attack roll, roll one additional die. The defender chooses one die to exclude from your roll.

*Ethiopian king of the Axumite Empire, Aezanas was not satisfied with mere territorial gains; through his actions, Christianity flourished in East Africa.*

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**3**

**FRUMENTIUS**



African Kingdoms • Inspiration • Male

**Läwät'ä ännät:** Abilities on other Inspiration cards have no effect.

*Slave and tutor to young Aezanas, Frumentius introduced the future king to Christianity. He was elevated to the position of the first Bishop of Ethiopia by his pupil, and eventually canonized by the Church.*

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**4**

**BONE-HANDLED DAGGER**



African Kingdoms • Weapon • Knife (1 Hand)

**T'äfu qät'ät'ä:** Once each round, after you hit with this weapon, make a basic attack, if possible.

**Däbaqä:** You may have two weapon cards in play.

*"Is this a dagger which I see before me,  
The handle toward my hand? Come, let me clutch thee."  
—Macbeth. Shakespeare, *Macbeth* II.1*

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**6**

**BERBER TAKOUBA**



African Kingdoms • Weapon • Sword (1 Hand)  
**Aslughmu aserdas:** When you make an attack roll, the roll gains +1.

*The takouba of the Tuareg Berbers was a straight blade, sometimes confused for European weapons. The African swords were crafted by smiths with mystic skills, and often had symbols adorning the blade just above the fullers.*

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**6**

**DJELLABA**



African Kingdoms • Armor • Torso  
**Afessas:** Once each round, after you complete a defense roll, if the dice in the roll are consecutive numbers, gain 1 speed on your next turn.  
**Tunndha:** After you complete a defense roll, if the dice in the attack roll are consecutive numbers, your defense roll gains +3.  
*Though traditional, this outer robe is still a common sight in the streets of Morocco today.*

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**4**

**KAHINA**



African Kingdoms • Special • Ability • Mystic  
**Aqbur tamusni:** After you hit with a basic attack, the next time you make a basic attack roll, you may decrease up to two dice in the defense roll by 1 each.

*The histories of her opponents simply called her "al-Kahina" (the Prophetess), a title borne of her sorcerous skills and ability to foresee the future.*

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**7**

**KEDEKE AMANIRENAS**




African Kingdoms • Warrior • Female  
**Täbkänäkänä:** When you make an attack roll, the roll gets -1 and cannot be modified by card abilities or attack grids. This does not apply to your attacks that are made 'at' a specified modifier.  
*Kushite queen (kedeke) during the reign of Octavian, Amanirenas' tenacious defense of Meroë prevented Rome from expanding south of Aegyptus.*

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**6**

**APEDEMAK**



African Kingdoms • Inspiration • Deity  
**Həyəwātə əstnfəs — Reveal:** At the start of next round, gain 2 life and lose 1 speed during your turn that round.

*Lion-headed god of Nubia, Apedemak was the symbol of power and nobility in Meroë.*

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**9**

**TA-SETI**



African Kingdoms • Weapon • Ranged (2 Hands)  
**TäfäT'rowäwi gəbə — Action:** Make an attack with this weapon, if possible.

*Egyptians had many names for the land to their south; one of the common names, which described the skilled archers of their southern neighbors, was Ta-Seti - "Land of the Bows."*

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**5**

**ONE-EYED CANDACE**



African Kingdoms • Armor • Ability  
**Astäway hukät — Reveal:** After the next time you are dealt damage, you may do two of the following up to once each: move, make an attack if possible, or use an Action ability.

*After losing an eye in battle, Amanirenas only fought harder; this ferocity earned her the nickname of "One-Eyed Candace" from the Aegyptus prefect, Gaius Petronius.*

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**3**

**HEAD OF THE FIRST EMPEROR**



African Kingdoms • Special • Item  
**Täqäla — Reveal:** You may discard a support card in a space in the arena. If you do not, when any player makes an attack roll this round, the roll is made at +1.

*Having defeated three Roman cohorts at Aswan, Amanirenas defaced the statue of Caesar Augustus and decapitated it, taking its head as a trophy. In a show of power, she buried the head at the entrance of her palace, where she could step over it every day.*

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**MEMNON**



African Kingdoms • Warrior • Male

**Dāfar:** When you make an attack roll, if the defender is your rival, you may re-roll one die of the roll. When you make a basic attack, if the defender is not your rival, the attack deals -1 damage, to a minimum of 1.

"Ere shadows were, ere night was gone,  
I found the one whom suns had sought."  
—Clark Ashton Smith, "Echoes of Memnon"

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**EOS**



African Kingdoms • Inspiration • Deity • Female

**bōruh əkəkāb:** After a warrior gains experience, the next time you make an attack roll, the roll gains +2.

**Ənat mastāmar:** After you lose initiative or a tied roll, gain 2 experience.

"And Theia was subject in love to Hyperion and bare great Helios (Sun) and clear Selene (Moon) and Eos (Dawn), who shines upon all that are on earth and upon the deathless gods who live in the wide heaven."  
—Hesiod, *Theogony*

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**ETHIOPIAN SPEAR**



African Kingdoms • Weapon • Polearm (1 Hand)

**Mastāmar — Action:** Choose an opponent. The next two times that warrior makes a weapon attack, the attack roll cannot gain bonuses and that attack cannot gain damage bonuses.

"Memnon, the gods are good... O that their grace would so Crown this their boon, that I might see my foes All thrust to one destruction by thy spears."  
—Priam. Quintus Smyrnaeus, *The Fall of Troy*

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**DAWN'S LOVE**



African Kingdoms • Armor • Arm • Leg • Torso • Shield

**Māmalād əgāza:** After you miss an opponent, place a counter on this card.

**SāT'ā sha:** When you make a defense roll, if there are two or more counters on this card, the roll gains +3.

Where Hector was Achilles' rival, Memnon was his mirror: son of a goddess, warrior of legendary prowess, the Ethiopian warrior was clad in the immortal armor of Hephaestus.

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**MEMNONIDES**



African Kingdoms • Special • Mystic

**Talaq təzəta — Reveal:** Gain life equal to the highest base damage among all opponent's weapons.

**Yāt'nt T'ornāt — Reveal:** Choose an opponent. While that opponent has no weapon card in play, they are your rival.

"[A]nd on the cloak of Memnon are embroidered birds. Their name is Memnonides, and the people of the Hellespont say that on stated days every year they go to the grave of Memnon, and sweep all that part of the tomb that is bare of trees or grass, and sprinkle it with the water of the Aesepus from their wet wings." —Pausanias, *Description of Greece*

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**SHAKA ZULU**



African Kingdoms • Warrior • Male

**isiDingidwane:** If the difference between the dice in your attack roll is greater than 2, the attack misses.

A driven warrior and king, Shaka revolutionized warfare in southern Africa and lead the ascending Zulu tribe to victory after victory over its enemies.

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**DINGISWAYO**



African Kingdoms • Inspiration • Male

**Hhayi bheka ukunqoba:** After you make an attack or defense roll, if you have less life and less experience than the attacking or defending opponent, you may increase one of the dice in your roll by 1 and decrease one of the dice in your opponent's roll by 1.

Mtsetwa king and lord over the Zulu, Dingiswayo was a mentor to Shaka, making the warrior a trusted general. The king's death sent Shaka on a path of vengeance & the Zulu on a path of dominance.

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**I-KLWA**



African Kingdoms • Weapon • Polearm (1 Hand)

**Ukulunga:** Once each round, after you are dealt damage by an opposing card ability or have one of your cards discarded by an opposing card ability, you may make an attack with this weapon at +2.

Shorter than the traditional assegai spear, the longer blade of the I-klwa is more lethal in hand-to-hand combat. Its name comes from the sound it makes as it slides into and out of an opponent.

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# ANACHRONISM Set 8

Oracle  
(printer-friendly)

Cards 24-30 AFRICAN KINGDOMS—BRITON

## Briton

**4**

**ISIHLANGU**



African Kingdoms • Armor • Shield (1 Hand)

**Gaxa:** When you make a polearm attack roll, the roll gains +2.

**Susa — Action:** Discard this card and an opposing shield card in play.

*Shaka introduced the use of a heavier shield to go along with the I-klwa; besides protecting the bearer, it was also meant to hook the opponent's shield, thus exposing his ribs for a lethal stab.*

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**9**

**BUFFALO TACTIC**



African Kingdoms • Special • Ability

**Ngunga:** Once each turn, after an opponent moves out of a space in one of your attack grids, you may roll two dice. If the result is less than or equal to that opponent's experience, you may move one space.

*This Zulu infantry stratagem consisted of the buffalo "horns" (young, fast-moving infantry on the flanks) encircling the enemy, the "chest" (central force & elite fighters) crashing into the pinned foe, and the "loins" (veteran reserves) engaging where needed.*

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**5**

**EDWARD THE ELDER**



Briton • Inspiration • Ally • Male

**Cyng of Engle ac Seaxe:** After you complete a non-attack roll, if the difference in the dice in the roll is greater than 2, gain 1 life and the roll gains +1.

**Sēcan:** You cannot gain life from your other card abilities.

*King of Wessex, Edward joined his sister in driving out the Danes. After Ethelfleda's death, he brought Mercia under his control, paving the way for his son to become the first King of England.*

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**2**

**GADDHJALT**



Briton • Weapon • Sword (1 Hand)

**Gestillan sēcan:** At the start of each round, choose an opponent. If your initiative for that round is less than that player's life or experience, swap this card's attack grid with any of that player's attack grids for this round.

*The "spike-hilt" was the common sword of the late Viking age. Not as broad as the traditional Viking swords, this round-tipped blade was part of the transition to the Medieval arming sword.*

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**7**

**BURHS**



Briton • Armor • Location

**Dæl forstandan:** When you make a defense roll, if you have a special card in play, the roll gains +1.

**Hal gelögian:** When you make a roll, if you revealed a Briton card this round, the roll gains +1.

*During the the invasions of Danish Vikings, the Anglo-Saxons created small walled towns and hill forts. These defenses, which can still be found today, were the predecessors of modern boroughs.*

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**ETHELFLEDA**



Briton • Warrior • Female

**Purhwunian:** After you complete a weapon attack roll, if that roll is less than the total initiative of the support cards the defender has in play, the attack deals +1 damage.

*"In talent she more nearly resembled her glorious father than any of his children; and equally to her mother was she indebted for those noble qualities which made her illustrious." —The Queens Before the Conquest*

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**2**

**LADY OF THE MERCIANS**



Briton • Special • Ability

**Nā gestillan:** Before you make an attack, you may rotate your warrior.

**Feallan bæc:** At the start of each round, if you did not win initiative for that round, move.

*Concerned by the potential alliance of Mercia and Wessex, Danish Vikings attacked Ethelfleda's wedding party. Not only did they fail to kill her, they failed to defeat the warrior-bride.*

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		+0
+0	▲	

## HENRY V



7

3

5

1

Briton • Warrior • Male

**Abādan** : Once each round, before you make an attack roll, you may give the roll a bonus equal to the number of quest cards you have in play. That attack deals +1 damage.

*"And gentlemen in England now a-bed  
Shall think themselves accurs'd they were not here,  
And hold their manhoods cheap whiles any speaks  
That fought with us upon Saint Crispin's."*

—King Henry. Shakespeare, *Henry V*

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# 3

## TREATY OF TROYES





Briton • French • Inspiration • Item • Quest  
**Geantlæcan:** When you make a roll, if all of your cards  
 are Briton or French, the roll gains +1.

*In 1420, it was arranged that Henry V of England would wed the daughter of Charles VI of France, and their son would sit upon both thrones. When both monarchs died in 1422, the infant was unable to make good his claim on the French crown.*

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32/100

7

+1		+1
+0	+0	+0
	▲	

2

## LONGBOW AND STAKES



Briton • Weapon • Polearm • Ranged (2 Hands)

**Faëstrian:** When an opponent makes a defense roll, if they moved into a space in this card's attack grid last round, the roll gets -2.

*At the Battle of Agincourt, the English set up their longbowmen behind a line of stakes. When the archers rained arrows down upon the enemy line, the French responded with a charge of knights. Unable to flank the longbows, and halted by the stakes, the cavalry foundered in its charge; the rest of the army would fare no better.*

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❖ 33/100

# 2

## ARROW SCARS



The illustration depicts a dramatic scene. On the left, the back and right arm of a knight in armor are visible. An arrow is embedded in his lower back, with a small pool of blood forming around the wound. On the right, a woman with long, wavy brown hair, wearing a dark dress with a white collar, is shown from the waist up. She is looking down at the wound with a concerned expression, her hands positioned near the knight's back. The background is dark and moody, with a large, stylized red rose visible in the upper right corner. The overall style is reminiscent of classic European painting.

**Briton • Armor • Head**

**Trum:** Opponents cannot discard your cards from play or modify dice in your rolls.

**Eadig:** When you make a non-attack roll, the roll gains +1

*"And it should be known that in the year of Our Lord 1403, the prince of Wales and Duke of Aquitaine and Lancaster, was struck by an arrow next to his nose on the left side during the battle of Shrewsbury. The prince was cured by me - I give enormous thanks to God - in the following manner." —John Bradmore, Philomena*

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# 1

## SOUTHAMPTON PLOT



Britain • Special • Quest

**Sierwan ämyrðrian:** Once each round, after you make a roll, if each die in the roll is less than your experience, re-roll one die in that roll.

**Sierwung:** Once each round, after a die is re-rolled, if the result of the re-rolled die is the same as the original roll, gain 1 speed on your next turn.

*"And by their hands this grace of kings must die,  
If hell and treason hold their promises" –Shakespeare, Henry V*

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35/100

	+1	+1	+1
		▲	

## KING EDWARD



Briton • Warrior • Male • Cavalry

**Beadurinc:** At the start of each round, if you revealed an item card that round, you may make an attack, if possible.

*“Why, barons, suffer ye our foes to breathe? Assault, assault, and charge them all again! They fear, they fly, they fight in vain.”*

—The Chronicle of King Edward the First

7

3

4

1

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36/100

2



## ALAINOR OF CASTILE



Briton • Inspiration • Ally • Female

**Support of Ponthieu:** When you make an attack roll, if the defender does not have an armor card in play, the roll gains +2.

*Shortly after Eleanor's death, King Edward wrote to the abbot of Cluny, asking him to pray for the woman "whom living we dearly cherished, and whom dead we cannot cease to love."*

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8
37/100

6

	+0	+2
-1	▲	

2

## ARMING SWORD



Briton • Weapon • Sword (1 Hand)

**Hnitan of wecg – Reveal:** When you make a basic attack this round, the attack deals +1 damage.

**Efne bill:** After you attack with this weapon, if the attack missed, your next attack or defense roll gains +3.

*Popular among knights, the Medieval arming sword allowed the bearer to carry a shield or grapple his enemy, without sacrificing force or balance.*

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❖
38/100



8

## HAUBERGEON



Briton • Armor • Torso

**Åwerian steal:** At the start of your turn, remove all counters from this card. After you complete an attack roll, if the difference between the dice in your attack roll is greater than 2, place a counter on this card. When you make a defense roll, if there is a counter on this card, the roll gains +2.

The "little hauberk" is shorter than its full-length counterpart, both in reference to the sleeves and the coat itself.

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8 39/100

0

## WAR WOLF



Briton • Special • Item • Ranged

**Åbrēotan geweorc — Reveal:** You may discard a support card in any space of the arena. If you do, choose an opponent. When that opponent makes a roll this round, that roll gets -2.

Never one for half-measures, Edward I commissioned the biggest trebuchet in history, able to lob 300-pound missiles at Stirling Castle.

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8 40/100



## UTHER PENDRAGON



Briton • Warrior • Male

**Fæge sig:** Once each game, after you complete a defense roll, set your next attack roll to the value of the defense roll for the current attack.

"Make haste, therefore, most noble Uther, make haste to engage the enemy: the victory will be yours, and you shall be king of all Britain." —Merlin, Geoffrey of Monmouth, *History of the Kings of Britain*

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8 41/100

5

## YGERNA



Briton • Inspiration • Ally • Female

**Widerwinna — Reveal:** Roll one die. If this roll is less than an adjacent opponent's life, make a weapon attack against them at +0. This attack cannot be a critical hit.

With Merlin's help, Uther appeared to Igraine in the form of her husband, and seduced her. From this union came a son, who was named Arthur.

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8 42/100

3



## SWORD IN THE STONE



Briton • Weapon • Sword • Quest (2 Hands)

**Caledfwlch:** Your other support cards gain +3 initiative.

**Pellinore's feoht:** After an opponent makes a basic attack against you, the next time you make an attack roll for an attack with this weapon, the roll gains +2.

"Whoso pulleth Out This Sword of This Stone and Anvil, is Rightwise King Born of All England."

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8 43/100

7

## THE HALF-DEAD KING



Briton • Armor • Ability

**Sige at Verulamium:** When you are hit, the attack cannot be a critical hit. When you make a defense roll, if the attacker used a card ability to make the attack, the defense roll gains +2.

"These Ambrons called me the half-dead king, because my sickness obliged me to lie on a horse-litter; and indeed so I was. Yet victory to me half-dead, is better than to be safe and sound and vanquished. For to die with honour is preferable to living with disgrace." —Uther

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8

## DRAGON-SHAPED COMET



Briton • Special • Ability • Quest • Mystic

**Mære hwatu — Reveal:** Gain 1 life.

**Tōweard mārnes:** At the start of each player's turn, that player may deal 1 damage to their warrior. If they do, they gain 1 speed for that turn, and when they make an attack roll that turn, the roll gains +1.

Such a great portent was the shape of the comet, Uther incorporated the dragon into his name and his personal standard.

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## WILLIAM THE CONQUEROR



Briton • Warrior • Male • Cavalry

**Norman Gegan — Action:** Once each round, make a basic attack against each opponent in your basic attack grid. After you make an attack roll for these attacks, if you have a location card in play, you may re-roll one die of either the attack or defense roll.

The year 1066 was made (in)famous by William, Duke of Normandy, transformed into William I, King of England.

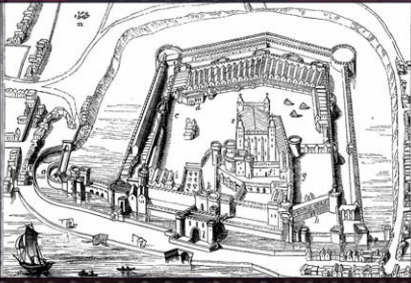
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8

## TOWER OF LONDON



Briton • Inspiration • Location • Quest

**Dōm Hlifian — Reveal:** Choose an opponent. If that player has an ally or deity card in play, make an attack against them at +0.

**Forstandan Insuraection:** After you make an attack, if the attack missed, the defender is your rival until the start of your next turn.

*“Think on the Tower and me: despair, and die”  
—Ghost of Henry VI. Shakespeare, Richard III*

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8

47/100

1

## NORMAN LANCE



Briton • Weapon • Polearm (1 Hand)

**Sliðe āscūfan:** Before you take damage from an attack, if you have a shield or item card in play, the attack deals -1 damage, to a minimum of 1.

*“Chivalry! Why, maiden, she is the nurse of pure and high affection—the stay of the oppressed, the redresser of grievances, the curb of the power of the tyrant—Nobility were but an empty name without her, and liberty finds the best protection in her lance and her sword.” —Sir Walter Scott, Ivanhoe*

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8

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4

## KITE SHIELD



Briton • Armor • Shield (1 Hand)

**Forþpringan:** When you make a defense roll, if the attacker does not have a cavalry or ally card in play, the roll gains +2.

**Bywan:** At the start of each round, if you lost initiative this round, your next support card gains +4 initiative.

*Popular with the Normans, the kite shield's teardrop shape afforded the bearer sturdy protection for both torso and leg.*

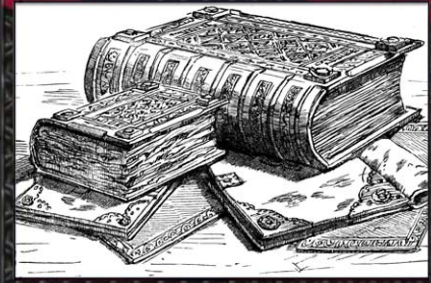
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8

49/100

5

## DOMESDAY BOOK



Briton • Special • Tome • Item

**Söþfæstian gafol:** After you are damaged by a weapon attack, if you have less life than the attacker, gain 1 life.

**Inquisitio Eliensis:** When you are hit, if the attack is a critical hit, the attack deals -1 damage.

*“What is the name of the manor?  
Who held it in the time of King Edward?  
Who holds it now?”*

*—from the Articles of Inquiry, Inquisitio Eliensis*

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8

50/100

## Carthaginian

+0		
-1	▲	+0

## HAMILCAR BARCA



Carthaginian • Warrior • Male

**Levis strategema:** At the start of each of your turns, if you have a card ability that can give a damage bonus to your attacks, gain 1 speed for that turn.

*A skilled general and popular politician, Hamilcar instilled a hatred of Rome in his talented sons. Despite losing the First Punic War, he was able to expand Carthage's holdings with colonies in Hispania.*

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8

51/100

5

## MELQART



Carthaginian • Inspiration • Deity • Male

**Ansa:** Once each round, after an opponent moves into a space in one of your weapon card's attack grids, make an attack against that opponent with that weapon, if possible.

*Melqart was the protector god of Tyre, the Phoenician city from whence Carthage's ancestors came. The Barcid family were devout followers, building temples in Iberia to the Phoenician deity.*

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8

52/100

3

## CARTHAGINIAN SPEAR



Carthaginian • Weapon • Ranged (2 Hands)

**Fortis strategema:** When you attack with this weapon, if you have a card ability that can give a bonus to your defense rolls, the attack deals +1 damage.

*The armies of Carthage favored two types of spear: Carthaginians often wielded a sarissa, while the light infantry and mercenaries often favored javelins to harry their foes.*

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8

53/100



9

## MOUNT ERCTE



Carthaginian • Armor • Location

**Deprehendo adulto — Reveal:** The next time you make an attack, if you have less experience than the defender, the attack deals +1 damage.

**Firmo strategema:** After you make an attack with a damage bonus, the next time you make a defense roll, the roll gains +2.

*With Sicily in Roman hands, Hamilcar attacked the island, quickly taking Mt. Ercte. Dug in, he launched raid after raid from the site.*

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8 54/100

4

## LION'S BROOD



Carthaginian • Special • Ally

**Praeripio:** Roman warriors cannot win initiative.

**Saevus — Action:** Once each round, the next time you make an attack roll, the roll gains +1. The first time next round that you make an attack, the attack deals +2 damage.

*Hamilcar Barca, first soldier of Carthage, had three sons: Mago, Hasdrubal, and Hannibal. He referred to them as his "Lion's Brood," and they would hunt Rome in the years to come.*

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8 55/100



## HANNIBAL BARCA



Carthaginian • Warrior • Male

**Valeo:** Once each round, after you re-roll a die, gain 1 life.

*According to legend, Hamilcar Barca only let his son accompany him after the boy swore an oath of hatred against Rome. The young Hannibal Barca grew up to become the nightmare of Rome, and one of antiquity's greatest generals.*

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8 56/100

4

## BA`AL HAMMON



Carthaginian • Inspiration • Deity • Male

**Calidus adoleo:** Once each turn, after you make an attack roll, you may deal 1 damage to your warrior. If you do, set the roll to any player's experience.

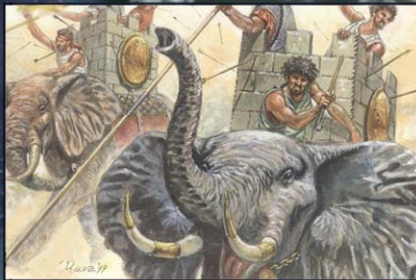
*Chief god of Carthage, Ba`al Hammon ruled over the skies and the crops. According to Roman chronicles, times of crisis saw Carthaginians sacrifice children to him upon burning pyres.*

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8 57/100

8

## WAR ELEPHANTS



Carthaginian • Weapon • Item • Ally

**Percutio:** At the end of each round, deal 1 damage to an opponent.

**Obtero:** Once each round, after you make a basic attack roll, if you have less life than the defender, you may re-roll one die of that roll.

*Not the most subtle of weapons, war elephants' primary tactic was to charge the opposing line, trampling formations and sowing fear.*

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8 58/100

0

## THRACIAN HELMET



Carthaginian • Armor • Head

**Dimicatio callidus:** After you are hit, gain 1 experience.

**Exercito arma:** Before you take damage from an attack, if you have more than 2 experience, you may choose to get -3 experience. If you do, reduce the damage of this and next attack against you by 1, to a minimum of 1.

*The most popular type of helmet in Carthage was of the Thracian style, with its distinctive crest and cheek guards.*

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8 59/100

3

## BATTLE OF CANNAE



Carthaginian • Special • Quest

**Circumvenio — Reveal:** Choose an opponent. When that opponent makes a roll this round, they roll one additional die. Before the roll is completed, choose one die to exclude from the roll.

*In the fall of 216 BCE, at the town of Cannae, Rome and her allies brought sixteen legions under two consuls against Hannibal. The resulting rout by Carthage is remembered for the massive casualties, and for the brilliance of Hannibal's strategy.*

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8 60/100



## HASDRUBAL



Carthaginian • Warrior • Male

**Expugno:** While you are in an opponent's starting row, your rolls gain +2.

*"[F]or Hasdrubal, the brother of Hannibal, was approaching with a new army, new strength, and every fresh requisite for war. There had doubtless been an end of Rome, if that general had united himself with his brother." —Florus, Epitome of Roman History*

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8 61/100



5

## ADON



Carthaginian • Inspiration • Deity • Male

**Incurso:** After you complete an attack roll, you may discard one of your support cards. If you do, the attack deals +1 damage.

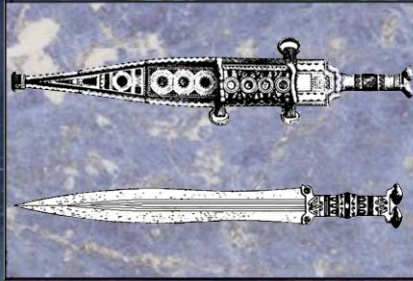
**Sanctuarium:** When any player makes a roll, players with more cards in play than you cannot modify dice in that roll. "Adonis, there shall be an everlasting token of my grief, and every year an imitation of your death will complete a re-enactment of my mourning." —Cytherea. Ovid, *Metamorphoses*

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62/100

5

## ESPASA



Carthaginian • Weapon • Sword (1 Hand)

**Mucro:** After you complete an attack roll, if your experience and the roll are both odd, the attack deals +1 damage.

*The straight swords of Carthage's Celtiberian allies were lethally effective. Such was their effectiveness that after Rome took Hispania from Carthage, it used the peoples' sword as the template for the first gladius.*

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63/100

4

## IBERIAN HELM



Carthaginian • Armor • Head

**Declino:** When you make a defense roll, the roll gains +1.

**Ablatio:** After you are hit, you may discard this card. If you do, the next time you are attacked, the attack misses.

*A basic design in bronze, the Iberian-style helmet was easily distinguished by its conical shape, and wide use among mercenaries and Carthage's citizen troops.*

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64/100

6

## SPANISH MERCENARIES



Carthaginian • Special • Ally

**Prohibeo:** At the start of any round, if this card is in play or in your discard pile, choose an opponent. That player's Action abilities have no effect for that round. If this card is in your discard pile, you may not use this ability again this match.

*"But the Carthaginians... were now crossing the Ebro fresh from the sack of a most wealthy city, and were bringing with them all those Spanish tribes, eager for the fray." —Livy, Ab Urbe condita*

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65/100

+1 +0  
-1

## HIMILCO



Carthaginian • Warrior • Male

**Levis:** When you are attacked, the attack roll cannot gain a bonus greater than the highest base damage among your cards in play.

*General during the Second Sicilian War, Himilco coordinated the Carthaginian land and naval forces with devastating effect. He sacked Syracuse, and the only thing that could deny him all of Sicily was an act of the gods.*

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66/100

3

## TANIT



Carthaginian • Inspiration • Deity • Female

**Generasco — Reveal:** Place this card in any space in the arena.

**Truculentus gentis:** Any opposing warrior that damaged you on their last turn and is adjacent to this card's space is your rival.

*Lunar goddess, patroness of war & birth, and consort to Ba'al Hammon, Tanit was one of the most popular deities throughout North Africa and the Phoenician lands.*

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67/100

5

## FALCATA



Carthaginian • Weapon • Sword (1 Hand)

**Plaga:** After you miss with this weapon, if the attack roll was doubles, deal 2 damage to the defender.

*Variations on the sickle-swords were found throughout the lands surrounding the Mediterranean. The type used in Iberia is now known as the falcata, and its effectiveness came not only from the sword's shape, but also the quality of its metal.*

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68/100

5

## LINOETHORAX



Carthaginian • Armor • Torso

**Commodo:** Once each round, after you make a defense roll, you may re-roll one die of the roll. If you do, the roll gains +1 for each of your armor cards in your discard pile, to a maximum of +3.

*Much of the military uniform in Carthage was derived from Greek originals; hence it was common to find Carthaginian infantry clad in the layered linen armor of the east.*

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69/100



5

## PESTILENTIS SIDERIS



Carthaginian • Special • Mystic

**Pestilentia — Reveal:** Choose an opponent. When that player makes a roll this round, the roll gets -1. If they are your rival, when that player attacks this round, the attack deals -1 damage, to a minimum of 0.

*But as to the Carthaginians, after they had... rifled and plundered the temples of Ceres and Proserpina, a plague seized upon their army, and the more to increase and sharpen the vengeance of the gods upon them" —Diodorus Siculus*

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8 70/100



## XANTHIPPOS



Carthaginian • Warrior • Male

**Apparo aptus:** At the start of each of your turns, if you revealed an armor card that round, gain 1 speed for that turn.

**Rabies:** At the start of each round, make a basic attack against a rival at +2.

*"For the enemy applying for foreign assistance, and Lacedaemon having sent them Xanthippus as a general, we were defeated by a captain so eminently skilled in military affairs." —Florus, Epitome of Roman History*

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8 71/100

2

## ARES



Carthaginian • Inspiration • Deity • Male

**Firmitas:** After each time you are hit, if there are less than four counters on this card, place a counter on this card.

**Exsequor:** When you make an attack roll, the roll gains +1 for each counter on this card.

*"Ares and his train have gone forth with the madness of Gods, and have returned Deimos and Phobos, glutted with unnatural delight." —H.P. Lovecraft, "Poetry and the Gods"*

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8 72/100

8

## SPARTAN BOW



Carthaginian • Weapon • Ranged (2 Hands)

**Nempe infensus:** When you make an attack roll for an attack with this weapon, if the defender has a weapon card in play, the roll gains +1.

*"I sing of Artemis, whose shafts are of gold.... Over the shadowy hills and windy peaks she draws her golden bow, rejoicing in the chase, and sends out grievous shafts." —Homeric Hymn XXVII: to Artemis*

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8 73/100

5

## SPARTAN GREAVES



Carthaginian • Armor • Legs

**Militarius memoria:** After you are attacked, if the attack attacked dealt more than 2 damage, gain 1 life and make an attack against the attacker at +2.

*Made from pliable bronze, the greaves of the Greek armies were sculpted to fit the bearer's legs, from ankle to the top of the knee.*

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8 74/100

1

## CARTHAGINIAN FORMATION



Carthaginian • Special • Ability

**Multimodis expeditio:** Before you take damage, if you have a cavalry, ranged, ally or shield card in play, reduce the damage by 1, to a minimum of 1.

*Though Carthage was famous for the strength of her cavalry and elephants on the battlefield, it was a Spartan mercenary who developed the formation that best utilized these elements together, as a single cohesive force.*

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8 75/100

## Roman



## ACHILLEA



Roman • Warrior • Female

**Gladiatrix:** When you make an attack roll, if you have a non-weapon card in play that requires one or more hands to use, the roll gains +2.

*On a stone found at Halicarnassus, two gladiatrices are carved in an eternal combat, known to history only as Achillea and Amazonia.*

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8 76/100



# ANACHRONISM Set 8

Oracle  
(printer-friendly)

Cards 77-84 ROMAN

**4**

**ANUBIS**



Roman • Egyptian • Inspiration • Deity • Male

**Incubo:** After one of your card abilities deals damage to an opponent, gain 1 life.

**Vindico:** After any opponent uses a card ability on a card in their discard pile, deal 1 damage to them.

*Not surprisingly, one of the most popular gods amongst Roman gladiators was Hermanubis, an amalgamation of the Greek and Egyptian gods who guided the dead to the afterlife.*

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**7**

+0		
+1	+0	+1
	▲	+0

**FASCINA**



Roman • Weapon • Polearm (1 Hand)


**Titubo:** After you attack with this weapon, the next 2 times the defender makes a roll, the roll gets -1.

*A gladiatorial weapon, and the symbol of Neptune, the trident was stabbing weapon in the vein of a spear; the tines were also capable of trapping the opponent's weapon, disarming him.*

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**6**

**GALERUS**



Roman • Armor • Arm

**Firmus Sto:** When you make a defense roll, if you have not rotated your warrior since this card was revealed, the roll gains +2.

*The retiarii gladiators stood out from the others in the arena; armed with a trident and net, these "fishermen" were armored with only an armguard and the galerus, a flanged shoulder guard.*

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**7**

**IACULUM**



Roman • Special • Item (1 Hand)

**Impedio:** Before an opponent moves during their turn, if they are in a space in any of your attack grids and you are an Earth, Water, or Wood warrior, the movement costs an additional action.

*The iaculum paired with the fascina, the weighted net and the trident; the latter stabbed and hobbled the opponent, the former trapped, tripped, confused, or disarmed him.*

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+0		+0
+0		+1
	▲	

**FABIUS MAXIMUS**



Roman • Warrior • Male

**Reallocate:** At the start of each round, choose an opponent. You may move a support card in the arena to any space adjacent to that opponent. If you do, when that opponent makes a roll that round, the roll gets -1.

*"Romans called Marcellus their sword, and Fabius their shield; and that the vigor of the one, mixed with the steadiness of the other, made a happy compound that proved the salvation of Rome." —Plutarch, Lives*

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**5**

**MINERVA**



Roman • Inspiration • Deity • Female

**Sapientia in proelium — Reveal:** Place this card in any space in the arena. When you make an attack roll, if you have less experience than the defender, the roll gains +1. At the start of each round, if an opponent is in or adjacent to this card's space, gain 1 speed for that round.

*"She's the goddess of a thousand things, and song for sure, If I'm worthy may she be a friend to my endeavours." —Ovid, Fasti*

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**3**

+0		+0
	▲	

**HEAVY PILUM**



Roman • Weapon • Ranged (1 Hand)

**Inconcinnus:** Before you make an attack, if there is a counter on this card, you cannot attack with this weapon.

**Repositus:** After you hit with this weapon, add a counter to it. After you make a basic attack, remove a counter from this card.

*Some legionaries would add weight their javelins by placing a lead ball underneath the weapon's head; this gave the pilum more mass, making it more likely to punch through armor.*

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**0**

**CUNCTATOR**



Roman • Armor • Ability • Title

**Deviteram:** After you make a defense roll against a weapon attack, you may discard this card. If you do, the attack misses.

*"The first hope of the empire, now recovering, and, if I may use the expression, coming to life again, was Fabius, who found a new mode of conquering Hannibal, which was, not to fight. Hence he received that new name, so salutary to the commonwealth, of Cunctator, or Delayer." —Florus, Epitome of Roman History*

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6

## FABIAN TACTICS



Roman • Special • Quest • Ability

**Bellum attritio** — **Action:** Once each round, choose an opponent. Until the end of the round, when that player makes an attack or defense roll, the roll gets -2.

*"Fabius adhered to his former principles, still persuaded that, by following close and not fighting him, Hannibal and his army would at last be tried out and consumed, like a wrestler in too high condition, whose very excess of strength makes him the more likely suddenly to give way and lose it."* —Plutarch, Lives

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8 85/100

2

## CALIGA



Roman • Armor • Leg

**Proficiscor ut pugna:** When you make a defense roll, the roll gains +1 for each time you moved during the last round. Your defense rolls cannot gain bonuses that total greater than +4.

*When the young son of Germanicus accompanied his father to war, he wore a kid-sized Legionnaire's uniform — complete with a small pair of sandals. The troops nicknamed the boy after his outfit's "little boots" — Caligula.*

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8 89/100



## GNAEUS POMPEIUS MAXIMUS



Roman • Warrior • Male

**Ostendo:** When you break a tie with an opponent, use your initiative for the current round instead of your experience to break the tie.

**Victum:** Once each round, when you make an attack, if you have any support cards in play that share a culture with any of the defender's cards, the attack deals +1 damage.

*"O you hard hearts, you cruel men of Rome, Knew you not Pompey?" —Shakespeare, Julius Caesar*

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8 86/100

7

## FIRST TRIUMVIRATE



Roman • Inspiration • Quest

**Concordia:** Before you take damage from an attack, if your defense roll gained a bonus from a Roman card ability, reduce the damage by 1, to a minimum of 1.

*Gaius Julius Caesar. Marcus Licinius Crassus. Gnaeus Pompeius Maximus. The unofficial alliance of these three men gave them dominance over Roman politics. When it fell apart, Caesar crossed the Rubicon, plunging Rome into civil war.*

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8 87/100

7

## GLADIUS POMPEIUS



Roman • Weapon • Sword (1 Hand)

**Ictus** — **Action:** Once each round, choose an opponent that is adjacent to you. If the total initiative of your support cards in play is greater than the chosen opponent's, and you have less life than that warrior, deal 2 damage to them.

*At the end of the gladius' evolution, the sword lost its curves, shortened its tip, and lengthened its blade. By the 3rd century AD, the spatha had replaced it as the sword of the Roman legions.*

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8 88/100

5

## THIRD MITHRADATIC WAR



Roman • Persian • Special • Quest • Ability

**Praemium commodum:** After you use an action ability that dealt damage to an opponent, at the start of your next turn, gain 1 speed. You may have 2 special cards in play.

*"...and Pompey told them of Mithridates' death.... Upon this news, the whole army expressing their joy fell to sacrificing to the gods, and feasting, as if in the person of Mithridates alone there had died many thousands of their enemies." —Plutarch*

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8 90/100



## HORATIUS COCLES



Roman • Warrior • Male

**Cocles:** At the start of each round, if you missed an attack during the previous round, you may attack with one of your weapons twice on your turn that round.

**Destinatus:** When you make a weapon attack that turn, the attack deals +1 damage.

*"The good fortune of Rome provided him as her bulwark on that memorable day." —Livy, Ab Urbe condita*

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8 91/100

1

## TIBERINUS



Roman • Inspiration • Deity • Male

**Flumen patronus** — **Reveal:** Place this card in any space of the arena. Once during each player's turn each round, after you move into a space in this card's row or column, you may move. If you do not, or if you are a water warrior, your next roll gains +2.

*"Tiberinus, holy father, I pray thee to receive into thy propitious stream these arms and this thy warrior." —Horatius Cocles. Livy, Ab Urbe condita*

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8 92/100



**6**

-1	+0
+0	+0

**2**

**ENSIS**



Roman • Weapon • Sword (1 Hand)

**Parit Imperium:** When you make an attack with this weapon, if the attack roll gains a bonus from a Roman card ability, the attack deals +1 damage.

*Before the incorporation of the gladius, before the creation of the Legions, the ancient Romans often looked to the Greek designs for their swords.*

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**4**

**BALTEUS**



Roman • Armor • Item

**Exertus proelior:** When you make a defense roll or an attack roll for a basic or sword attack, the roll gains +1.

**Exhibio de divitie:** You may have two armor cards in play.

*More than just a weapon belt, the balteus was also a representation of the soldier that wore it. While the basic make-up of belts was the same, decoration and elaboration were up to individual tastes.*

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**2**

**SUBLICIAN BRIDGE**



Roman • Special • Location • Item

**Inhero fides:** Before you make a roll, you may discard this card. If you do, the roll gains +2.

**Construo iterum:** Once each match, at the end of any round, if you revealed an inspiration card or missed with an attack that round, put this card into play from your discard pile.

*"[T]he crash of the broken bridge and the shout which the Romans raised at seeing the work completed stayed the attack by filling [the enemy] with sudden panic." —Livy, Ab Urbe condita*

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**7**

+2	-1
+0	+0

**PUBLIUS SCIPIO AFRICANUS**



Roman • Warrior • Male

**Vinco ars:** At the start of each round, you may lose 1 speed for that round. If you do, when you make an attack roll that round, roll three dice instead of two. Before you complete the roll, exclude one die from the roll. That attack cannot be a critical hit.

*"On the morrow they went out to battle - the two most brilliant generals & the two strongest armies that the two most powerful nations possessed - to crown on that day the many honours they had won, or for ever lost them." —Livy, Ab Urbe condita*

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**6**

**ACHELOUS**



Roman • Inspiration • Deity

**Divortium rumor:** After an opponent uses a card ability to move or to make an attack, the next time you make an attack roll, you may increase one of the dice in the attack or defense roll by up to two.

*"These are fictions you tell of, Achelous, and you credit the gods with too much power, if you think they can give and take away the forms of things." —Pirithous. Ovid, Metamorphoses*

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**5**

-1	+2
-1	+0

**2**

**GLADIUS HISPANIENSIS**



Roman • Weapon • Sword (1 Hand)

**Imperiosus vesica:** When you make an attack roll for an attack with this weapon, if you are a Roman or Spanish warrior, the roll gains +2.

**Dominor:** Once each game, after you make an attack roll, the attack deals +1 damage.

*The Romans were so impressed by the native sword of Hispania, it became the model for the traditional gladius of the legions.*

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**3**

**LORICA MUSCULATA**



Roman • Armor • Torso

**Vestigium de constituo:** At the start of each round, set all modifiers in all of your attack grids to +1.

**Argumentum de dignitas:** When you make a defense roll against a weapon attack, the roll gains +2.

*Consisting of sculpted back and breastplates, and often ornately decorated, the Roman muscle cuirass was a style of armor reserved for high-ranking officers.*

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**CARTHAGO NOVA**



Roman • Special • Location

**Accelero:** After any player makes a critical hit, gain 2 speed on your next turn.

*"You will in actuality attack the walls of a single city, but in that city you will have made yourselves masters of Spain." —Publius Scipio Africanus*

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