Romans

- Receive 2 CUs for Rome plus 1 CU for every other walled city.
- Redraw Consuls each turn.
- Hand size of 8 cards.
- An activated army of 3 CUs can create walled city (remove 1 CU).
- *Duoviri Navales* (card 3): Naval move/Avoid Battle: 3 CUs.
- *Carthage Signs Treaty* (card 35): Allied with Carthage. Make all decisions for Carthage. Can activate Carthage with <u>any</u> 3-value card. Naval move/Avoid Battle: 10 CUs with <u>any</u> 3-value card. Use Carthaginian army in campaigns. Creeks must roll for Naval Combat for <u>all</u> naval movement.

Samnites

- Samnite armies treat all connections to Bovianum and Aufidena as clear for all purposes.

Etruscans

- Bribe: Discard a 3 OP card.
- No bribe ability if lost control of 5+ Etruscan home spaces.
- *Naval Transport* (card 25): Naval move/Avoid Battle: 3CUs.

Greeks

- Pay Loyalty to retain named leaders.
- Naval move/Avoid Battle: 3 CUs (6 CUs to or from Syracusae)
- Must roll on Naval Combat Table for any naval movement if Rome and Carthage ally.
- *Agathocles Lands in Africa* (card 8): Kerkouane becomes a normal port for the Greek (if CUs is present).

Gauls

- Only count VP in home spaces.
- Only gain VP for Raiding, Looting, or Events.
- Discard all cards each turn.
- Maximum City Loyalty of 1.
- Variable Movement Rate.
- -1 DRM to Siege Rolls.
- May spend MPs to Raid.
- *Looting Cites*: Gain 5 plunder instead of taking control of city after successful siege (not independent City).
- *Looting fallen foes*: Gain plunder instead of add/remove support after battle.
- *Gallic solidarity*: May remove enemy PC marker in home space by spending Plunder.
- *Wild Beasts* (card 5): Enemies have -1 DRM in battle until defeat.

Carthaginians

- Naval move: 10 CUs.
- Free Avoid Battle by naval movement.
- May not enter spaces in Italy.

Volsci

- Volsci must end movement, interception and avoidance in Antium or Roman home space.

Transalpine Gauls

- Must end movement, interception/ avoidance in Gallic home space.
- *Looting cites*: After successful siege of a non-independent city: Gain 5 plunder instead of taking control.
- *Looting fallen foes*: Gain plunder instead of add/remove support after battle.