Turn Order (4 players)

1. **Etruscan Mine Depletion Check Phase**
   - If Etruscans has lost control of five or more Etruscan home spaces.

2. **Draw Cards Phase**
   a. Discard cards
      - Gauls *must* discard all cards.
   b. Draw cards
      - Romans fill out an 8-card hand.
      - Others fill out a 7-card hand.

3. **Determine First Player Phase**
   - Player with the fewest VP decides who goes first.

4. **Action Phase**
   - 5 Rounds, one action phase per player, proceeding clockwise from first player.
   - *Desperate Times* **announcements** between shifts of active player.
     All players may announce Desperate Time but only <u>one</u> player can play card (Lowest VP).
   - Active player may perform the following actions in any order:
     - **Propose/Break alliances** (remove 3 support from Cities) (LR).
     - **Move/Place minor leaders**.
     - **Play a *Neutral Power Activates* card for the event**.
       Only 1 activation of a Neutral Power per round.
     - **Play a card** to do *one* of four things:
       1. <u>ACTIVATE LEADER</u>: Activate a leader whose initiative rating is less than or equal to the card's value.
       2. <u>POLITICAL SUPPORT/LOYALTY</u>: Increase political support by placing PC markers and/or increasing walled-city loyalty, in any combination up to the card's value.
       3. <u>REINFORCEMENT</u>: If the card's value is 3, place 1 CU as a reinforcement.
       4. <u>EVENT</u>: Cause the card's event to occur, following the instructions on the card.

5. **Final Desperate Times Phase**
   - In descending VP order players may play one *Desperate Times* card.

6. **Attrition Phase**
   - CU on enemy-controlled spaces roll for attrition. Descending VP order.

7. **Surrender Phase**
   - CU on enemy PC markers may place their PC markers.
   - Commanders with 3 or more CU on an enemy walled city may roll on the Siege/Subjugation Table.

8. **Isolation Phase**
   - Place an independent PC marker where no path via friendly spaces to a friendly walled city (even if that city is besieged), reinforcement space, tribal space, port or CU. No path via enemy control unless friendly CU present. No path via rough connections.

9. **Scoring Phase**
   - Adjust VP totals and Check for Victory.
     +1 VP per victory space outside home area, - 1 VP per lost victory space within home area.

10. **End/Renew Alliances Phase**
    - All alliances automatically end with no penalty, unless both players agree to remain allied.

11. **Reinforcement Phase**
    - Non-player powers, followed by the players in descending VP order, place reinforcements.
      - Reinforcement spaces must be controlled by original owner and not besieged or undergoing subjugation to provide CU.
      - Roman return consuls to draw poll and draw two.
      - Players may add or reposition all their minor leaders to any space with CU. Existing named leaders may not be repositioned.
      - Displaced leaders become available and must be placed with friendly CU.
    - Romans also randomly replace Consuls.
    - Greeks may remove leaders and must suffer support penalty for any retained leaders.

12. **Advance Turn Marker**