

CALAMITIES

01. Breach of Alliances

- The nation must breach all its **alliances** with other nations.
- The nation may not make any new alliances this turn.
- Foedera, clients, and vassals are not affected.
- **Empire:** One Barbarian 'B' auxiliary unit (of the player's choice) is immediately removed from the Empire's service (returned to pool).

02. Catastrophic Fire

- Randomly select a level II or III city, controlled by the nation. If there are none, randomly select a level I city. The selected city suffers a catastrophic fire.
- If a **D2** check is passed, put a face-down pillage marker on it.
- Otherwise, the city is **permanently** reduced by one level.

03. Decline

- Add an *In Decline* marker to the nation.

04. Heresy

- Heresy breaks out in a distant part of the nation.
- If the nation occupies a **single Area**, there is no calamity.
- Otherwise, randomly select an Area within the nation other than the capital's, of the national religion if possible.
- Place a **Heresy +** marker (*Haeresis*) in the selected Area.

05. Inaction

- Each of the nation's leaders who wants to attack this turn must first **intercept** the defenders.
- This doesn't apply when subduing a revolt or when fighting in the capital province.
- During other nations' military phase activations, a penalty of **-2** applies to all of the nation's interceptions.

06. Increased Costs

- All non-elite unit costs increase by **1** per unit for this turn.
- Elite unit costs increase by **2** per unit.
- Restoring a damaged elite unit costs **1** extra.

07. Inflation

- The nation's Treasury is immediately reduced to half of its original value.

08. Intolerance

- The nation is **intolerant** this turn. Place the *Intolerantia* marker beside its capital as a reminder (remove it at the end of the turn).
- All alliances with nations of **different religions** are immediately broken.
- No alliance can be concluded this turn with any nation of a different religion (including alliances offered by the diplomacy of other nations).
- **Exception:** This will not affect existing Foedera, clients, or vassals. However, the nation's federates, if of a different religion, can break Foedus without making a **D2** check.
- **Heresy:** Each province within a **heretical Area** that fails a **D2** check revolts. Ignore Areas that are not of the national religion.
- **Empire:** One Barbarian 'B' auxiliary unit (of the player's choice), is immediately removed from the Empire's service (if any).

09. Loss of Units

- This card resolves once the nation's Purchases step is complete.
- If a **D2** check is passed, the nation loses **1 unit**, otherwise it loses **2**.
- The units are randomly selected.
- An intact **elite** unit is flipped instead of being removed.

Western Map (D2 ✓):

[1] Gallia M.	[2] Illyria	[3-4] Britannia
[5] Gallia S.	[6] Italia	[7-8] Africa
		[9-0] Hispania

Eastern Map (D2 x):

[1] Moesia	[2] Asia	[3] Cappadocia	[4] Graecia
[5-6] Aegyptus	[7-8] Oriens	[9] Mesopotamia	[0] Persis

10. Revolt

→ Placement

- One player (possibly the affected player!) is selected at random to choose the province in revolt. Roll a **D10**:
[1-3] Roman; [4-6] Persian; [7-8] Goth; [9-0] Hun
- A **Revolt** – marker is placed in a province of their choice, with the exception of provinces with a **capital** or where a **leader** is present. The placing player may be forced to choose one of his own provinces. If no legal choice exists, the calamity has no effect. For an Empire (Roman or otherwise), select the Civilized Area using the table for the map half where the empire's capital is located (instead of the **D2** check, which is used for Events).
- Instead of placing a new **Revolt** – marker, the player may flip an existing one to its **Revolt +** side.

→ Usurper

- If the nation is *In Decline*, it **also** suffers a *Usurper* calamity.

11. Sedition

- Ignore this calamity if the nation has no **elite** land units in play (on the map). Otherwise, this card resolves once its Purchases step is complete.
- One randomly selected intact **elite** land unit is flipped.
- The nation must immediately pay **1** per elite land unit in play.
- Each province with an unpaid elite land unit revolts if it fails a **D2** check.

12. Usurper

- This card resolves once the nation's Administration phase is complete.
- The nation's player and any one other player (chosen randomly) will roll off to resolve a struggle between the legitimate ruler (the nation's player) and the usurper (the other player).

→ Legitimate ruler:

- **Dynastic Stability:** If no usurpation occurred in the last 2 turns (this turn and the one before), roll **2 D10** and keep the **higher** of the two. Otherwise, roll **1 D10**. Apply the following modifiers:
+? Combat value of ruler (Rome: or of another one of its leaders)
+1 per Foedus
+2 per elite unit designated as loyal by the nation's player (max. +2)
+1 per auxiliary unit likewise designated as loyal (max. +2)

→ Usurper:

- **In Decline:** If the nation is *In Decline*, roll **1 D10**. Otherwise, roll **2 D10** and keep the **lower** of the two.
+1 if *In Decline* (single side)
+2 if *In Decline* (doubled side)
+½ for each Barbarian horde in the nation's Areas (except Foedera)
+1 for each revolt in the nation's Areas (counting Revolt + as two)
+1 for each heresy (of the national religion) in the nation's Areas
- The highest adjusted roll wins (the legitimate ruler wins a tie).

Usurper Defeat:

- Eliminate **one unit** of the player's choice. An intact **elite** unit is flipped instead.

Usurper Victory:

- The legitimate ruler is eliminated.
- Rome: If another leader was used to modify the die roll, he is also eliminated.
- Each other leader is eliminated if he fails a **D2** check.
- A Usurper becomes the new ruler, chosen with a **D2** check (✓: **Usurpator 1 -2 3**, ✗: **Usurpator 2 -2 2**). Place him on the main land stack (most units, random selection for tied stacks).
- **Duration:** Same as that of the now-defunct legitimate ruler.
- The nation adds an *In Decline* marker and ages **1 space**.
- **All** units designated as **loyal** are eliminated. If none were so designated, **one elite** unit is eliminated and another intact **elite** unit is damaged—both randomly selected from eligible units.

EVENTS (1/3)

- 01. A Tooth for a Tooth** during a **Military phase stack activation**
- The target stack gains **2 VP per enemy unit eliminated** during its activation. This can be during one of a leader's campaigns.
- 02. Age → Public!**
- For a randomly-chosen nation you control, roll a **D10** with the following modifiers:
 - +1 Empire
 - +1 if *In Decline* (single side)
 - +2 if *In Decline* (doubled side)
 - 1 if a named leader (with combat ≥ 1) of the nation is in play
 - Apply the corresponding result:
 - [0–2] rejuvenate 2 spaces; [3] no change; [4–7] age 1 space; [8–9] age 2 spaces; [10+] age 3 spaces
- 03. Alliance → Public! Private: at the beginning of the Military phase**
- The card player creates an **alliance** between any two nations (Kingdoms or Barbarians) regardless of the controlling players. → **rules, XXVI Alliances.**
 - Neither of the two nations can be **Intolerant**.
- 04. An Eye for an Eye** during a nation's **Military phase activation**
- The target nation selects another nation (not a vassal) with at least 5 units in play to become its **mortal enemy**.
 - The target nation gains **1 VP per unit** of this enemy nation **eliminated** during its activation (excluding leaders and *Limites*).
- 05. Archers** during a **land battle**
- The target stack gains **one white die per archer** during the archery round (instead of one white die per two archers).
 - Advanced Combat:** The target stack gains **+2** / archer during archery round (instead of +1).
- Only one “during a battle” card may be played per battle (land or naval)!
- 06. Assassination Attempt** during a nation's **Reinforcements step**
- Attempt to assassinate a leader. Roll a **D10** with the following modifiers:
 - +1 target is a Civilized leader in its capital or a Barbarian
 - +1 target's nation is *In Decline* (single or doubled side)
 - Result ≥ 9: The assassination succeeds. The leader is removed and is not replaced until the reinforcement step of the next turn. If a named leader, his death is final.
- 07. Attrition** during a **stack's movement step**
- The target stack suffers attrition upon entering unfriendly territory. This can be during interception as well as normal activation.
 - Roll a **D10** for **each unit** in the stack (excluding the stack's leader):
 - 8+: unit is eliminated (flipped if elite).
- 08. Bad Luck → Public!**
- The card player must return a randomly-selected private event from their hand to the deck (shuffle it back into the deck without revealing it).
- 09. Bad Omens** during a **battle**
- May only be played on a stack of **at least 3 units**.
 - Two of the target units, randomly-chosen, won't fight.
 - These units are ignored during the battle and cannot be assigned hits.
 - They rejoin their stack at the end of recovery.
- 10. Barbarian Coalition** at the **beginning of the Military phase**
- May not be played during turns 1 and 2.
 - Up to **4 Barbarian nations** (including nomads), chosen by the card player, form an Alliance for 1 turn. → **rules, XXVI Alliances.**
 - No more than two nations controlled by the same player may be in the alliance.
- 11. Barbarian Migration** during a nation's **Military phase activation**
- May not be played on an **invading** Barbarian nation.
 - The target Barbarian nation **invades**, but without the invasion stacking bonus.
- 12. Betrayal** during a nation's **Military phase activation**
- May only be played at the start of the target nation's activation.
 - The target nation can breach an **alliance**, foedus, or clientele, or free itself from vassalage. This allows it to attack its former ally, federator, patron, or suzerain.
- 13. Blasphemy** after a **successful siege**
- May only be played on a Pagan nation's stack that is pillaging a city.
 - The target Barbarians gain more loot from the temples and churches: **+5** 🍷.
- 14. Bravery** during a **battle**
- The target unit **counts as two** during the melee round.
 - Advanced Combat:** The target unit counts as two during both melee rounds.
 - The unit also counts as two when assigning hits (it takes two hits to “hit” the unit).
- 15. Breach** during a **siege**
- Cancel a target **fortified city's** wall penalty during a siege (doesn't apply to Constantinopolis).
 - This card may also be used to cancel the **-1** penalty imposed by a non-fortified city during turns 4 & 5 (→ **Time Table**).
- 16. Campaign** during a nation's **Military phase activation**
- The target leader gains **1 extra campaign** at no cost.
- 17. Cancellation** when an event card is **played**
- Cancel a public or private event played by any player (including oneself).
 - This card must be played immediately after the target card has been revealed, before any dice are rolled or other consequences resolved.
 - This card cannot cancel *Plague*, *Scarcity*, or *Famine*.
- 18. Caravan → Public!**
- The turn's exceptional caravan brings **5 or 10** 🍷 instead of 1 or 5 🍷, respectively.
- 19. City** during a nation's **Reinforcements step**
- May only be played on a Civilized nation.
 - The target nation founds a new **level I city** on an empty city site it controls, free of charge; **or**,
 - The target nation may pay to increase the size of an existing city it controls: **5** 🍷 for I → II or **10** 🍷 for II → III.
- 20. Commerce → Public!**
- A Civilized nation of player's choice doubles **trade income** this turn.
- 21. Corruption → Public!**
- A Civilized nation of the card player's choice loses **5** 🍷 (if a Kingdom) or **10** 🍷 (if an empire). This may trigger bankruptcy.
- 22. Council → Public!** **May not be played during turns 1 and 2**
- A branch of Christianity holds a council this turn. Roll a **D10**: 1–5 Catholics, 6–8 Monophysites, 9–0 Arians. All heresies of the branch are condemned and the heretics repent. Remove all **Heresy** markers from Areas of that branch.
- 23. Dice** during a **battle**
- The target stack gains **1 Re-Roll**.
- 24. Evil Omens** during a **land battle**
- May only be played on a Barbarian nation's stack.
 - The target stack loses **one white die** during the melee round (unless that is its only die). If its only die is a black one, it is traded for a white one.
 - Advanced Combat:** The target stack suffers a **-1** penalty to its **2D6** roll for the **first** melee round.
- 25. Expert Navigation** during an **amphibious landing**
- The target land and naval stacks gain a **+2** bonus to their sea risk die roll check while attempting an **amphibious landing**.

EVENTS (2/3)

26. Famine → *Public!*

- Select a Civilized Area at random using the Revolt table (→ **Calamities Player Aid** or **rules, XVI.C**). Roll again if the Area selected already suffers from Scarcity.
 - Place a **Famine** marker (*Fames*) on the designated Area (remove it at the end of the turn).
 - All province and city income from the affected Areas is reduced to **two-thirds** unless already reduced by Plague.
- Granary Provinces
- The income loss (if any) is reduced by **2** 🍷 per Granary province controlled by the nation (anywhere). This reduction applies to each Famine and Scarcity.

27. Fleet Caught in Port after a successful siege

- The target conquering nation of a **coastal** city may exchange **one opposing fleet** (of the city's previous nation) in the adjacent sea zone for one of its own (if available and if stacking allows).

28. Free Units during a Reinforcements step

- The target nation receives **2 free units**, one of which must be an infantry.
- Rome / Byzantium: Only one unit may be Roman or Byzantine national unit; the other must be a Barbarian 'B' auxiliary unit.

29. Good Administration during a nation's Administration Cards step

- The target nation draws **1 extra** Administration card after it has finished drawing but before it chooses a card type based on the card backs.

30. Good Omens during a battle

- May only be played on a Civilized nation's stack.
- The target stack gains a **white die**.
- Advanced Combat: The target stack gains a **+1** bonus to its **2D6** during the **first melee round**.

31. Guides during a land battle

- Cancel a mountain ambush.
- Also cancel any river and/or ridge bonus the opponent may have.

32. Heresy → *Public!* Not during turns 1 or 2

- If drawn on turns 1 or 2, discard and draw again.
- Select a Civilized Area at random using the Revolt table (→ **Calamities Player Aid** or **rules, XVI.C**). Roll again if the Area selected already suffers from Heresy. It becomes heretical for the **next 2 turns**. Put a **Heresy +** marker (*Haeresis*) on it.

33. Immobilized Horde during a horde's flight or retreat

- Play on a non-nomadic Barbarian **horde** that is about to **flee or retreat**.
- Cancel its flight or retreat.

34. Imperator during a Reinforcements step

- May only be played on a nation (Kingdom or Barbarian) controlling at least **10 provinces**.
- The target nation gains an **extra leader** for 1 turn.
- The target nation gains a **+4** bonus to its die roll check to **transition to Empire** this turn.

35. Indiscipline during a battle

- Play after an archery or melee round after hits have been assigned.
- An **elite** unit that has been assigned a hit is **eliminated** instead of flipped.

36. Interception after an interception has failed

- The interception succeeds.

37. Leader during a nation's Reinforcements step

- The target nation receives **1 extra leader**. He lasts for one turn.

38. Long Battle during a battle

- The target nation may fight another melee round. Its opponent has no say in this decision. Assign hits and update advantages before doing so.
- Advanced Combat: The target nation may fight a third melee round.

39. Long Life during a Reinforcements step

- The target named 1-turn leader remains in play for one **extra turn**.
- No named leader may remain in play for more than two turns.

40. Major Battle during a battle

- Play on the attacker or defender at the end of a battle, after losses are assigned but before victory determination.
- The chosen side may immediately launch a (single) **new melee round** (after advantages are updated, of course).
- Alternatively: The nation of the card player gains an **extra 3 VP** if it won the battle.

41. Martyrdom after a successful siege

- Play after a Civilized city falls to a Barbarian nation, or if a Byzantine city falls to the Persians or vice-versa.
- The city's previously controlling nation gains **1 infantry** (in any controlled province) and **10** 🍷.

42. Monastic Spirit during a Purchases step

- May only be played on a Christian nation (including Arians and Monophysites).
- The target nation gains **3 VP** per **5** 🍷 spent on monastery construction, up to a maximum expenditure of **25** 🍷. (Nothing is placed on the map.)

43. Naval Maneuvers during a naval battle

- The target side gains an **extra black die** for one naval battle round.
- Advanced Combat: The target side gains a **+2** bonus for **one naval battle round**.

44. Pillaging and Orgies after a successful siege

- May only be played on a Barbarian nation when it loots a city.
- The looted city generates **2 extra pillage** markers.
- If the city is **Level II** or **III** and it fails a **D2** check, **it is reduced by 1 level**.

45. Piracy → *Public!*

- The target sea zone is infested with pirates and will produce no income this turn.
- Additionally, unless a nation holds the monopoly for that sea zone, each coastal city is looted if it fails a **D2** check.
- If the city's nation has fleets in the target sea zone, each coastal city is instead looted if it fails **two D2** checks.
- Place a face-down pillage marker (🔥) on each looted city. Ignore the marker's face (no additional effects occur).

46. Plague → *Public!*

- Select a Civilized Area at random using the Revolt table (→ **Calamities Player Aid** or **rules, XVI.C**).
- Place a **Plague** marker (*Pestis*) on the designated Area (remove it at the end of the turn).
- All province and cities income from provinces in the Area is reduced to **two-thirds** unless already reduced by Famine or Scarcity.
- Each **Level II** or **III** city that fails a **D2** check **is reduced 1 level**.
- Each Civilized nation also loses (or flips, in the case of elite units) **2 units** at random among those stationed in the plague provinces.
- Each Barbarian nation loses **1 unit** at random among those stationed in the plague provinces.
- A stack that enters a plague Area loses a random unit unless it passes a **D2** check.

47. Pool → *Public!*

- Each player loses **half** of their private event cards in hand.
- All **pillage event markers** held by the players are returned to the reserve.
- **Ignore** event cards drawn this turn (set them aside til this is resolved).
- The lost cards are drawn randomly from each player's hand and shuffled back into the deck without being revealed, **along with all the discards**.

EVENTS (3/3)

<p>48. Reaction during a stack's movement step</p> <ul style="list-style-type: none"> The target stack, reacting to another stack's movement, gains a +4 bonus to either intercept or flee. 	<ul style="list-style-type: none"> Further, up to two vassal, auxiliary and/or federate units in it desert (chosen by the intercepted stack's nation). They join the intercepted stack if stacking permits, otherwise they are removed. In any case, those units will be removed at the end of the current Unit Stacks step. Lastly, up to two other Roman Barbarian ('B') auxiliary units in the intercepting stack that belong to the intercepted stack's ethnicity switch sides. Remove those units from the intercepting stack and add equivalent units to the intercepted stack, drawn from the intercepted stack's nation's reserves. <i>For example, a Hun stack intercepted by a Roman stack including a Hun horse archer auxiliary would see the latter removed from it and a Hun horse archer added to the Hun stack from the Hun pool.</i>
<p>49. Religious Coup during the Diplomacy or Military phase</p> <ul style="list-style-type: none"> Diplomacy phase: The target nation may pay 5 🍀 to gain 1 extra Diplomacy card. Military phase: The target nation may pay 5 🍀 to gain 1 extra campaign (for the nation's choice of leader). 	<p>58. Siegecraft during a siege</p> <ul style="list-style-type: none"> May only be played on a Civilized nation. The target nation receives a +2 Civilized besieger bonus instead of the normal +1.
<p>50. Renaissance during the status of nations step</p> <ul style="list-style-type: none"> May only be played on a Germanic nation (Barbarian or Civilized). Rejuvenate the target nation between 1 and 3 spaces (your choice) on its age track. The target nation also receives 5 free units, placed with its horde or on its capital, during the following reinforcements step. If the nation was a federate or vassal, it is now free. 	<p>59. Signo Deus during a battle</p> <ul style="list-style-type: none"> May only be played at the start of a battle between a target non-Pagan nation and an opposing stack of at least 3 non-Pagan units (not necessarily of the same religion). The target stack gains 2 extra Re-Rolls. The target stack also gains an extra white die for the melee round. Advanced Combat: In addition to the extra Re-Rolls, the target stack gains a bonus of +1 to its die rolls for each melee round. Two of the opposing non-Pagan units, randomly-chosen, won't fight. They are ignored in the battle and cannot be assigned hits. They rejoin their stack at the end of recovery.
<p>51. Revolt → Public!</p> <ul style="list-style-type: none"> A randomly-selected Civilized nation suffers a revolt → Perform Revolt process and proceed. 	<p>60. Storm during an amphibious landing</p> <ul style="list-style-type: none"> Inflict a penalty of -3 to the target land and naval stacks' sea risk die roll check while attempting an amphibious landing.
<p>52. Rolling Stones after a successful siege</p> <ul style="list-style-type: none"> May only be played on a leader who has just successfully besieged a capital. The target leader gains 2 extra campaigns. 	<p>61. Surprise Overrun during a stack's movement step</p> <ul style="list-style-type: none"> The target stack can overrun once with only a 4:1 unit ratio instead of the usual 6:1.
<p>53. Royal Conversion at the beginning of the Administration phase</p> <ul style="list-style-type: none"> A randomly-chosen Pagan Kingdom converts to Christianity (its controller gains 10 VP); or The target Arian Kingdom becomes Christian (Catholic) (its controller gains 5 VP). 	<p>62. Tactics during a battle</p> <ul style="list-style-type: none"> The target stack gains an extra black die during the melee round. Advanced Combat: The target stack gains a +2 bonus to its first melee round die roll.
<p>54. Ruse during a land battle</p> <ul style="list-style-type: none"> All terrain penalties (marsh, forest, river, straits, etc.) are ignored by the Attacker. The Attacker also gains 1 extra Re-Roll. This does <i>not</i> cancel any fortified city penalty. 	<p>63. Trap during a land battle</p> <ul style="list-style-type: none"> Play on the attacker or defender at the start of a land battle. The chosen side rolls one black die <i>before</i> the archery round. Red swords count in <i>any</i> terrain. Resolve hits before proceeding further. Advanced Combat: The chosen side either gets an unmodified free roll on the Firing Combat Table <i>before</i> the archery round or receives a +2 bonus during <i>both</i> melee rounds.
<p>55. Saint after a successful siege</p> <ul style="list-style-type: none"> A saint (of the besieged nation) makes one successful siege die roll check fail, unless there was an assault. 	<p>64. Treachery during a battle</p> <ul style="list-style-type: none"> Play on the attacker or defender at the start of a battle. Up to two enemy infantry (or one fleet) switch sides. Ignore these units for stacking purposes. Eliminate these units after recovery if not already destroyed.
<p>56. Scarcity → Public!</p> <ul style="list-style-type: none"> Select a Civilized Area at random using the Revolt table (→ Calamities Player Aid or rules, XVI.C). Roll again if the Area selected already suffers from Famine. Place a Scarcity marker (<i>Penuria</i>) on the affected Area (remove it at the end of the turn). All province and cities income from the affected Areas is reduced to three-quarters unless already reduced by Plague. <p>→ Granary Provinces</p> <ul style="list-style-type: none"> The income loss (if any) is reduced by 2 🍀 per Granary province controlled by the nation. This reduction applies to each Famine and Scarcity. 	<p>65. Treason during a siege</p> <ul style="list-style-type: none"> May not be played during a siege of Constantinopolis. The target nation gains a +3 bonus to its siege die rolls. It can also launch an assault and lose only one unit.
<p>57. Sedition when an interception is announced</p> <ul style="list-style-type: none"> The intercepted stack's nation may bribe the intercepting stack into inaction. The intercepted stack's nation must have a stack in a province adjacent to the intercepting nation (this could be the intercepted stack). The intercepted stack's nation decreases its Treasury by 5 🍀 (10 🍀 if the intercepting stack has a leader with it). If there are insufficient funds, the bribe is not possible. The bribe succeeds if a D2 check is passed. <u>If it is successful:</u> The bribed stack is inactive and cannot intercept any stack until the end of the turn's Military phase or until its nation activates, whichever occurs first. It may flee if attacked. 	<p>66. Urban Growth during a Reinforcements step</p> <ul style="list-style-type: none"> Augment the target level I city to level II at no cost.
	<p>67. Windfall during a nation's Income step</p> <ul style="list-style-type: none"> The target Civilized nation gains 10 🍀.