

Byzantines

These five abilities may be used any number of times per turn

Each of these ten may only be used once per turn

Kataphraktoi

Discard one die to activate a unit of Hearthguard or a Warlord.



Battlefield Prayers

Discard this die and all units not activated will lose one FATIGUE. An unactivated Warlord can lose two FATIGUE.



Solenarion

Discard this die. Until the end of your turn, the range of your bows is doubled (i.e. 2xL)



Skutatoi

Discard one die to activate a unit of Warriors.



Kampidoktores

Discard this die and reroll any of your Attack Dice that failed to hit the target.



Kineson

Discard these die and all activated units may move an additional S length



Psiloi

Discard one die to activate a unit of Levies.



Charge!

Discard this die and a unit of Kataphraktoi will gain one Attack Die per figure, plus one additional die if the discarded die was



Martyrdom of St. George

Discard this die and eliminate up to three of your Warriors or Hearthguard engaged in a melee. Gain three Attack Dice per figure removed.



Activation Pool

Orders

Discard one die to roll two extra SAGA dice.



Skoutarion

Discard these dice to increase the armor value of your unit by one.



Spathovaklion

Discard this die. A unit of Kataphraktoi engaged with a non-Mounted unit immediately eliminates one enemy Warrior or two enemy Levies.



Attack Pool

Melee

Discard one die to gain one extra Attack or Defense die; two if the discarded die was a



Dekarkhos

Discard this die and all fully intact units will gain two extra Attack Dice.



The Glory of the Empire

Discard these dice and immediately remove from the game one enemy unit of Warriors of Levies with 3 models or less.

