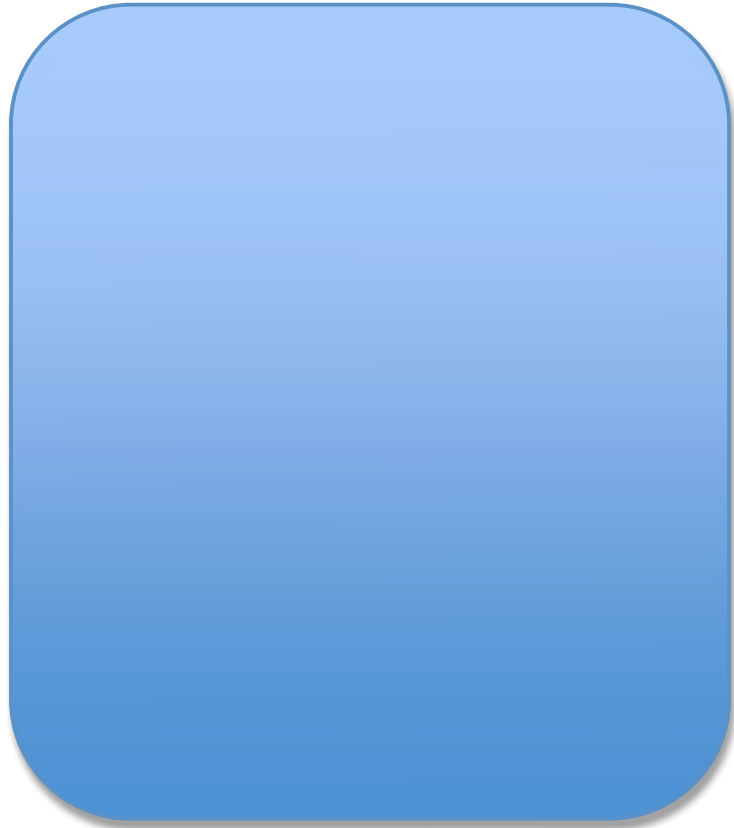


ASIA MINOR HAND HOLDING AREA



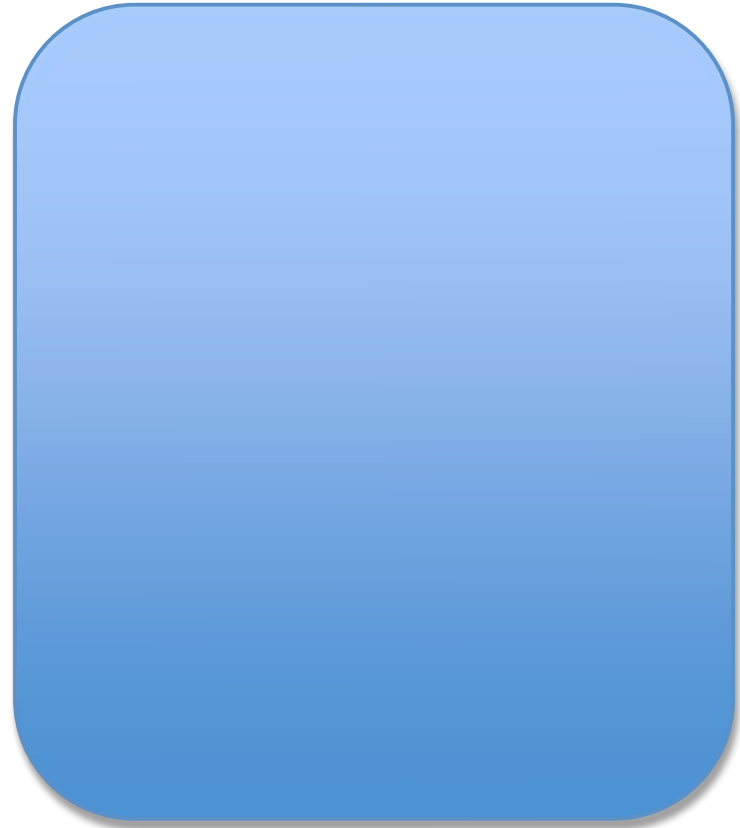
Cards must be assigned before seen by the player

Both players draw two cards upon entry

Players draw up to eight cards per turn

Galitia not in play until Card #51 Event

ASIA MINOR HAND HOLDING AREA



Cards must be assigned before seen by the player

Both players draw two cards upon entry

Players draw up to eight cards per turn

Galitia not in play until Card #51 Event

ASIA MINOR NOT YET IN PLAY

Both Players:

No Units or PC Markers placed in Galitia or Pontus

May play cards for CPs to place PC markers in Pamphylia/Lycia and Cappadocia

All provinces count for Crisis Track adjustments except Galitia and Pontus

Events marked “Asia Minor” cannot be played as events

Players draw up to six strategy cards per turn

Sertorian Player:

May not place any forces on Asia Minor Map

Republican Player:

May place units on Asia Minor Map except in Galitia and Pontus

Asia Minor enters via Sertorian Resource Card

FLIP OVER ONCE ASIA MINOR IN PLAY

ASIA MINOR NOT YET IN PLAY

Both Players:

No Units or PC Markers placed in Galitia or Pontus

May play cards for CPs to place PC markers in Pamphylia/Lycia and Cappadocia

All provinces count for Crisis Track adjustments except Galitia and Pontus

Events marked “Asia Minor” cannot be played as events

Players draw up to six strategy cards per turn

Sertorian Player:

May not place any forces on Asia Minor Map

Republican Player:

May place units on Asia Minor Map except in Galitia and Pontus

Asia Minor enters via Sertorian Resource Card

FLIP OVER ONCE ASIA MINOR IN PLAY