



LEADER CHARACTERISTICS-CHITS

A	AMBIDEXTROUS	Role an additional 1d6 for this Leader in each Combat Round
B	BAR-HERO	If this Leader is within the Lair in an organizational phase 4 rogues from the Caupona come to him without the Leader having to go there. there. If ☀ or ☁ 3 fresh Rogues from which to chose are drawn etc. The Leader is used though. May never be used together with Stryga's Favorite and Political Dabbler in the same organizational phase
C	CHRYSOGONUS' BUDDY	If a Gang with this Leader receives money from captured Senators/Knights and Plunder a player may add one piece of money to "donate" drawn randomly and secretly from (3x1, 2x2 Dn. pieces) from the bank.
D	BORN LEADER	Any Gang with this Leader will - in combat - accept 1 additional member being killed before fleeing.
E	EAGLE EYE	A Gang with this Leader receives a +1 for discovering/searching.
F	FAST HEALER	Each combat round this Leader automatically heals/removes 1 Wound (even immediately after having received it).
G	GUTTER RAT	Inside Rome, the Gang with this Leader receives an additional +1 for hiding.
H	HONEY TONGUE	+1 on all rolls to capture a Senator/Knight by deceit
J	ENGINEER	If Leader is defending his lair in a Storm, 3 traps (Counting as 1d4 attack) are sprung on attacker before battle is joined. Losses are removed.
K	KNIFE-THROWER	Once in combat but before both sides role to attack this Leader may already roll 2d4 to hit. Losses are immediately removed without being allowed to hit back.
L	CLIMBER	Reduce the resistance number of a Senator/Knight being captured by force by 2
M	MOTIVATOR	If this Leader is within the Lair in an organizational phase, up to 3 rogues (<u>not Leaders</u>) from the Dormitory (Dormitorium) may be moved to the active "Custodia". Leader is not used.
N	AVENTINE NATIVE	If a Gang with this Leader is besieging another player's Lair and one of the besieged player's Gangs leaves or returns to their besieged Lair, the besieger choses - before the roll - to either have the option to add "1" to or have the option to subtract "1" from the siege Roll.
O	EX SAILOR	If a Gang with this Leader occupies a Port Space in Ostia (Portus Ostia I, II or III), it receives in its first round already 2 Time Markers instead of 1.
P	POLITICAL DABBLER	If this Leader is within the Lair in an organizational phase and if one or both of the Places (Senator, Aedilis, Praetor, Sacerdos or Secretarius) he wants to place his money boxes on is already occupied by one or more boxes, he may place his box below all others. Leader is used. May never be used together with Bar-Hero and Stryga's favorite in the same organizational phase
Q	COUNTRY BOY	In Case of an Ambush (on the way to or from Ostia) the Gang with this Leader receives an additional +1 if hiding or a +1 for discovering.
R	PLUNDER FINDER	If a Gang with this Leader plunders it receives in its first round of Plunder already 2 Time Markers instead of 1.
S	SUBURA'S DARLING	If a Gang with this Leader occupies a Lupanar or the Aleatorium in the Subura he receives 1 additional Dn. per each round he stays there. In addition, any Gang with this Leader gets an additional +1 if hiding in the Subura.
T	STRYGA'S FAVORITE	If this Leader is within the Lair in an organizational phase the player gains 1 extra card. Leader is not used. May never be used together with Bar-Hero and Political Dabbler in the same organizational phase
U	CITY KID	Increase the Movement Points of each Gang-Member by 1 inside the city (shortcuts)
V	VETERAN OF SULLA	Any Gang with this Leader will be allowed to cross (NOT STAY IN) a quarter containing Veterans with nothing happening just as if these were Sullani. If it wants to stay, all things happen as usual.
W	WELL-CONNECTED	If this Leader is within the Lair in an organizational phase he may check the amount of money already placed on any one corrupt Official before placing his boxes. Leader is used (but may also recruit etc.) May never be used together with Political Dabbler in the same organizational phase