



## STRYGA CARDS AID

All Stryga cards are only active during the turn they were played.  
They are discarded before the start of the next turn.

	5 x 2	<b>Incorrupt "XXX"</b>	"XXX" = any one "Official". If still in play (e.g. not cancelled) during the corruption attempt phase of this official in a given turn, no player gets control of this official. Money from the corruption boxes is still removed.
	5	<b>The old Magistrate</b>	Whenever played any one "Incorrupt "XXX"" card is cancelled and discarded.
	4 x 2	<b>Weakness used: (XXX)</b>	"XXX" = any one "Leader", e.g.β. The respective Leader immediately stops. If his player wants to move the Leader (+ Gang) he has to roll 1d6. On a 4+ the Leader may move. If not, place Leader as used in Dormitorium.
	4	<b>Accompanied by Girlfriend</b>	Whenever played any one "Weakness used "XXX"" card is cancelled and discarded.
	4	<b>Messenger intercepted</b>	Targeted Leader may not return to his Lair as intended. At the beginning of the "Return Besieging Gangs" Phase (but before the first Besieging Gang returns) the Gang may try to return but only receives half (rounded up) total rewards/bounty/income.
	2	<b>Two messengers sent</b>	Whenever played any one "Messenger intercepted" card is cancelled and discarded.
	5 x 2	<b>Early Warning (XXX)</b>	"XXX" = any one "Hill", e.g. <b>Capitolinus</b> . This card is played on any Hill. The Senator targeted by a Gang flees and may not be captured and the Gang returns to Lair. If not no one is currently targeted, the 1st Senator flees. The Legionary Points of the Populares immediately increase by + 2.
	5	<b>Lightning Strike</b>	Whenever played any one "Early Warning "XXX"" card is cancelled and discarded.
	4	<b>Lupanar closed</b>	Both Lupanars are targeted. If a Leader is on a Lupanar Place during the "Time Marker" Phase of a Player Round, no "Time Marker" is placed with the Leader.
	2	<b>The Back Entrance</b>	Whenever played any one "Lupanar closed" card is cancelled and discarded.
	4	<b>Stryga sees bad Omens</b>	As long as this card is in play (not cancelled) no more Stryga cards may be drawn.
	2	<b>Stryga takes heart</b>	Whenever played any one "Stryga sees bad Omens" card is cancelled and discarded.
	4	<b>Orgy in Lair</b>	The targeted player has to move 1 Leader and 3 Rogues as used to the Dormitorium.
	2	<b>Watered Wine</b>	Whenever played any one "Orgy in Lair" card is cancelled and discarded.
	6	<b>Ships from Egypt delayed</b>	All Ostia Places are targeted. If this card is still in play no income can be derived from any Ostia Place in any phase of the Turn in which the card was played. If a Gang/Leader is on a Lupanar Place during the "Time Marker Phase" of a Player Round, no "Time Marker" is placed with the Leader/Gang.
	3	<b>Sicilian Grain Reserves</b>	Whenever played any one "Ships from Egypt delayed" card is cancelled and discarded.
	4	<b>Loaded Dice</b>	If a Gang/Leader is on the Aleatorium and this card is in play 1d4 Dn. Are subtracted of the income for each round of income a player attempts to generate (e.g. a Leader "🕷️" having stayed 2 rounds will thus roll in the "Return to Lair"-Phase: adding 1d4 and 1d6 subtracting 2d4. Negative results are "0".
	2	<b>House Rules</b>	Whenever played any one "Loaded Dice" card is cancelled and discarded.
	4 x 2	<b>Patrols doubled (XXX)</b>	"XXX" = any one "Area", e.g. "North". During the "Veterans" Phase one more d10 of the respective colour (red = Hills, green = North, blue = Centre, black = South) are rolled.
	3	<b>Secret Passage</b>	1 Leader may easier return to his Lair if besieged. Choose to add "1" to or subtract "1" from your Siege Roll.
	3	<b>Local Guide</b>	1 Leader may easier escape an Ambush on Way to or from Ostia. Add +3 to your Hide Roll.
	3	<b>Street Urchin</b>	1 Leader may easier escape a Trap or Veteran in Rome if this Quarter is not his final destination. Add +3 to your Hide Roll.
	2	<b>Misleading Divinations</b>	The targeted player has to immediately discard any 2 Stryga Cards from his hand if any are left.