

## ORICHALCUM RAMS

In Eris Phase – for each Orichalcum token you have allocated to Triremes, set one Trireme unit Chaos die to 4 rather than rolling it in combat.

## ORICHALCUM SPEARS

In Eris Phase – for each Orichalcum token you have allocated to Hoplites, set one Hoplite unit Chaos die to 4 rather than rolling it in combat.

## MARINES

In Eris Phase – Hoplite units can roll a Chaos die in Coastal regions.

## LOGISTICS

In Eris Phase – Trireme units can roll a Chaos die in Land regions.

## SACRED BAND

In Eris Phase – gain a bonus DOOM die in combats with Hoplites.

## GALLEY SLAVES

In Eris Phase – gain a bonus DOOM die in combats with Triremes.

## ENGINEERS

In Eris Phase – gain a bonus DOOM die in city combats.

## ORICHALCUM WALLS

In Eris Phase – when defending a city, increase combat score by +1 for each Orichalcum token you have in the city.

## TACTICIAN

In Eris Phase – once per turn you can declare *Phobos* without gaining a Dishonour star.

## ORICHALCUM ARMOUR

In Eris Phase – you can spend Orichalcum tokens to negate combat losses (on a one for one basis). Defeated units retreat to your home city.