

## Poleis Player Cards

<b>Home Country</b>	<b>Home Country</b>
Ships here may board either 1 colony or 2 armies and sail to any Ocean space. This action uses all the ship's movement points, although it may debark its contents to an adjoining land tile.	Ships here may board either 1 colony or 2 armies and sail to any Ocean space. This action uses all the ship's movement points, although it may debark its contents to an adjoining land tile.
<b>Corinthians</b>	<b>Phoenicians</b>
<i>Autocratic governments tend to discourage rebellion.</i>	<i>Skilled in trading and seafaring</i>
You may choose to ignore the first taxation roll for a colony and roll again. On the second roll you subtract 1 from the result. Begins the game with the Start Card if Phocaeans not in the game.	Each of your colonies receives an extra +1 drachma in income each turn.
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<b>Phocaeans</b>	<b>Spartans</b>
<i>Skilled seafarers</i>	<i>Legendary training and discipline</i>
Just before your turn begins, you may examine one hidden tile anywhere on the board and decide immediately whether or not to flip it face up. This is in addition to your normal opportunity to flip a tile. You win ties for the lead in Piety. Begins the game with the Start Card.	You receive +3 to all combat rolls in which one of your armies is involved. Begins the game with the Start Card if Phocaeans and Corinthians not in the game.
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<b>Euboeans</b>	
<i>Settlers flock to and thrive under democratic forms of government.</i>	
Upgrades to your colonies cost 4 less than normal (although the costs for walls remain the same as for other players).	