

**TRADE
DECK**

1

(15 cards)

**TRADE
DECK**

2

(11 cards)

**TRADE
DECK**

3

(17 cards)

DECK

**TRADE
DECK**

4

(15 cards)

**TRADE
DECK**

5

(13 cards)

**TRADE
DECK**

6

(11 cards)

DISCARDS

LAWS

**TRADE
DECK**

7

(9 cards)

**TRADE
DECK**

8

(7 cards)

**TRADE
DECK**

9

(5 cards)

THE·REPUBLIC·OF
CARTHAGE

S
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Y

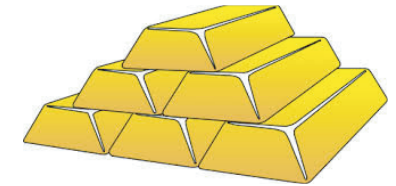
000	100	200	300	400	500	600	700	800	900
00	10	20	30	40	50	60	70	80	90
0	1	2	3	4	5	6	7	8	9

Contributions

10T +1 Influence

25T +3 Influence

50T +7 Influence



A
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VETERAN

CARTHAGE LEGION

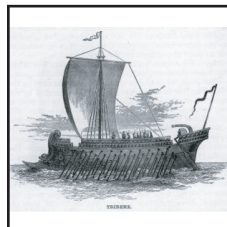


LEGION

CARTHAGE LEGION



FLEET



Combat Results Table

TDR* Result	Losses
<= 3 Defeat	All
4 Defeat	4 Legions/4 Fleets
5 Defeat	3 Legions/3 Fleets
6 Defeat	2 Legions/2 Fleets
7 Defeat	1 Legion /1 Fleet
8 Stalemate	5 Legions/5 Fleets
9 Stalemate	4 Legions/4 Fleets
10 Stalemate	3 Legions/3 Fleets
11 Stalemate	2 Legions/2 Fleets
12 Stalemate	1 Legion /1 Fleet
13 Stalemate	No Losses
14 Victory	4 Legions/4 Fleets
15 Victory	3 Legions/3 Fleets
16 Victory	2 Legions/2 Fleets
17 Victory	1 Legion /1 Fleet
>=18 Victory	No Losses

Popular Appeal Table

DR+Popularity	Result
<= 2	Accused Killed
3	-16 Votes
4	-12 Votes
5	-8 Votes
6	-4 Votes
7	No Change
8	+4 Votes
9	+8 Votes
10	+12 Votes
11	+16 Votes
>=12	Accused Freed*

Random Events Table

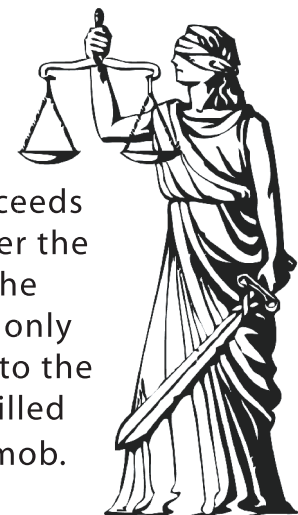
TDR Early Republic	Late Republic
3 Mob Violence	Internal Disorder
4 Natural Disaster*	Barbarian Raids***
5 Ally Deserts	Mob Violence
6 Refuge	Natural Disaster*
7 Rats	Internal Disorder
8 Epidemic	Spoilage, Rot & Disease
9 Pharusian Raiders	Pharusian Raiders
10 Evil Omens	Evil Omens
11 Sicilian Epidemic	Epidemic
12 Manpower Shortage**	Manpower Shortage**
13 Allied Enthusiasm	Sicilian Epidemic
14 New Alliance	New Alliance
15 Bandits	Bandits
16 Enemy Ally Deserts	Rats
17 Enemy Leader Dies	Enemy Leader Dies
18 Storm at Sea	Storm at Sea

*Make a dr for each warehouse. A 1-2 destroys.

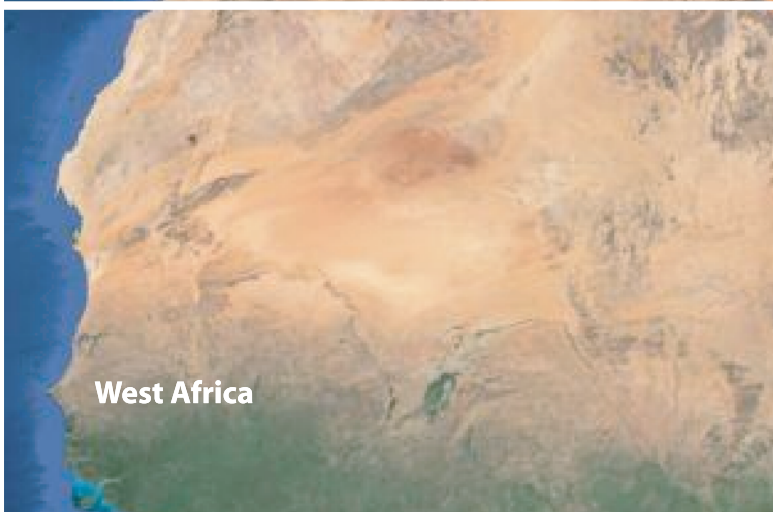
** Cost to purchase new units doubled on first occurrence, tripled on second, etc.

*** Tunisia, Sicily and Sardinia are the only safe provinces .

* Draw a Mortality Chit for each number by which the modified DR exceeds 11 to see if either the Censor and/or the Prosecutor (the only two vulnerable to the chit draw) are killed by an enraged mob.



FORUM



Public Reaction

DR	Effect
<=3*	Executed.
4	Commits suicide.
5	Executed in Carthage.
6-7	Pay fine and lose popularity equal to DR.
8-9	Pay fine and lose popularity equal to dr.
10-11	Held blameless.
>=12	Receives commendation. Receive dr talents.

Modifiers: Disaster: -4. Stalemate: -2. Add Popularity.
 *Ignore final results greater than 3 if commander has not yet returned to Carthage.

Recruiting Table

Cost	Type
10T	Carthaginian
10T	Slings
8T	Celtiberians
9T	Campanians
9T	Fleet
1T	Exp. Fleet
1T	Caravan
9T	Libyans (if Libya exists)
8T	Numidians (Numidia)
12T	Elephant (Libya, Numidia or Moroc.)
9T	Sikels (for Sicilian, Roman Wars)
5T	Gallic (for 2nd, 3rd Roman Wars)

For each 5 fleets or caravans short, -1 to TDR. Draw a Mortality Chit v. the Explorer for every 5 losses or fraction thereof.

TDR	Effect
<= 3	Raiders Attack. Lose all.
4	Raiders Attack. Lose TDR.
5	Raiders Attack. Lose DR+2.
6	Raiders Attack. Lose DR+1.
7	Raiders Attack. Lose DR.
8	Raiders Attack. Lose dr+2.
9	Raiders Attack. Lose dr+1.
10	Raiders Attack. Lose dr.
11	Lost. Lose dr+2.
12	Lost. Lose dr+1.
13	Lost. Lose dr.
14	Success. Lose DR.
15	Success. Lose dr+2.
16	Success. Lose dr+1.
17	Success. Lose dr.
>=18	Success. No losses.



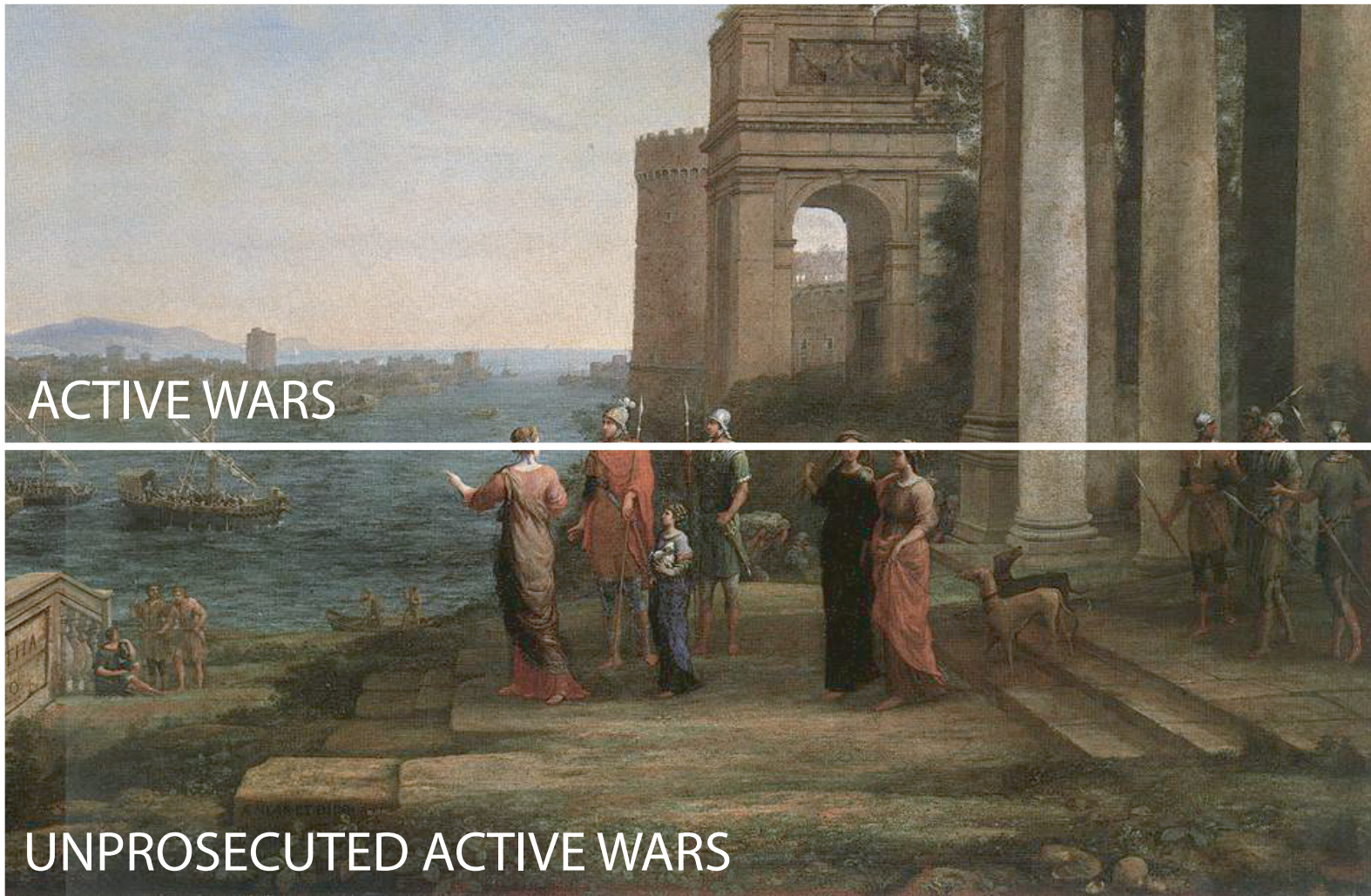
ENEMY LEADERS



INACTIVE WARS



INACTIVE FAMILIES



ACTIVE WARS

UNPROSECUTED ACTIVE WARS