

HANNIBAL MAGO [2A]

MIL 4
ORA 3
EXP 1
LOY 09

Himilco
Loyalty: 0



5th C. BC

INF		4
POP		0
TRA		0

DECK 1

HIMILCO [4A]

MIL 3
ORA 2
EXP 2
LOY 08

Ignores
Sicilian War
D/S.
Mago family
Loyalty: 0



- 396 BC

INF		3
POP		0
TRA		0

DECK 1

MAGO THE EXPLORER [2B]

MIL 2
ORA 5
EXP 4
LOY 07

Ignores
Trans-Sahara
Exploration
Disaster.
One free
Public Outcry
5th C. BC
per turn.



5th C. BC

INF		5
POP		0
TRA		0

DECK 1

HIMILCO / NAVIGATOR [20A]

MIL 2
ORA 3
EXP 5
LOY 08

Ignores
Atlantic
Exploration
Disaster.



5th C. BC

INF		4
POP		0
TRA		0

DECK 1

HANNO / NAVIGATOR [7A]

MIL 1
ORA 2
EXP 5
LOY 06

Ignores
West Africa
Exploration
Disaster.



5th C. BC

INF		4
POP		0
TRA		0

DECK 1

HAMILCAR BARCA [3A]

MIL 5
ORA 4
EXP 1
LOY 07

Ignores
Mercenary
and Spanish
Revolt D/S.
Hanno the
Great
Loyalty: 0



- 229 BC

INF		3
POP		0
TRA		0

DECK 2

HANNIBAL BARCA [3B]

MIL 7
ORA 4
EXP 1
LOY 09

Ignores
Roman War
D/S. Makes 2
veterans in
victory.
Hanno the
Great loyalty: 0



247-183 BC

INF		3
POP		0
TRA		0

DECK 2

HANNO THE GREAT II [12A]

MIL 5
ORA 3
EXP 2
LOY 08

Ignores
Numidian
War D/S.
Barca family
Loyalty: 0



3rd C. BC

INF		5
POP		0
TRA		0

DECK 2

HASDRUBAL THE HANDSOME [19A]

MIL 3
ORA 5
EXP 1
LOY 06

One free
Public
Outcry
per turn.



- 221 BC

INF		6
POP		0
TRA		0

DECK 2

HIMILCO PHAMEAS [24A]

MIL 2
ORA 1
EXP 2
LOY 06

Military is
4 when
acting as
a joint
commander.



2nd C. BC

INF		3
POP		0
TRA		0

DECK 2

ITHOBAAL [1]

MIL 2
ORA 4
EXP 3
LOY 07



DECK 1

INF		4
POP		0
TRA		0

MAGO [2]

MIL 3
ORA 4
EXP 4
LOY 09



DECK 1

INF		5
POP		0
TRA		0

BARCA [3]

MIL 3
ORA 3
EXP 3
LOY 09



DECK 1

INF		4
POP		0
TRA		0

TABNIT [4]

MIL 2
ORA 4
EXP 3
LOY 08



DECK 1

INF		5
POP		0
TRA		0

ABIBAAL [5]

MIL 2
ORA 3
EXP 2
LOY 10



DECK 1

INF		3
POP		0
TRA		0

BOSTAR [6]

MIL 1
ORA 3
EXP 1
LOY 07



DECK 1

INF		3
POP		0
TRA		0

MILKO [7]

MIL 2
ORA 1
EXP 2
LOY 06



DECK 1

INF		2
POP		0
TRA		0

SADID [8]

MIL 1
ORA 3
EXP 3
LOY 06



DECK 1

INF		2
POP		0
TRA		0

MANGI [9]

MIL 2
ORA 2
EXP 1
LOY 07



DECK 1

INF		1
POP		0
TRA		0

BOMILCAR [10]

MIL 2
ORA 3
EXP 1
LOY 08



DECK 1

INF		4
POP		0
TRA		0

ESHMAR [11]

MIL 2
ORA 3
EXP 2
LOY 10



DECK 1

INF		4
POP		0
TRA		0

LULI [12]

MIL 1
ORA 3
EXP 2
LOY 10



DECK 1

INF		4
POP		0
TRA		0

MAHARBAL [13]

MIL 1
ORA 2
EXP 2
LOY 06



DECK 1

INF		3
POP		0
TRA		0

MALCHUS [14]

MIL 2
ORA 2
EXP 3
LOY 07



DECK 1

INF		3
POP		0
TRA		0

RIBADDI [15]

MIL 2
ORA 1
EXP 3
LOY 08



DECK 1

INF		2
POP		0
TRA		0

SYNALOS [16]

MIL 3
ORA 3
EXP 1
LOY 08



DECK 1

INF		4
POP		0
TRA		0

ELRAM [17]

MIL 1
ORA 1
EXP 3
LOY 08



DECK 1

INF		2
POP		0
TRA		0

ASTO [18]

MIL 2
ORA 5
EXP 2
LOY 10



DECK 1

INF		4
POP		0
TRA		0

ZAMAR [19]

MIL 2
ORA 2
EXP 3
LOY 09



DECK 1

INF		3
POP		0
TRA		0

ZIMRIDA [20]

MIL 2
ORA 3
EXP 1
LOY 07



DECK 1

INF		4
POP		0
TRA		0

BANNO [21]

MIL 2
ORA 2
EXP 3
LOY 07



DECK 2

INF		3
POP		0
TRA		0

ABARISH [22]

MIL 2
ORA 1
EXP 3
LOY 08



DECK 2

INF		2
POP		0
TRA		0

GISCO [23]

MIL 4
ORA 2
EXP 3
LOY 10



DECK 2

INF		3
POP		0
TRA		0

ESHMUN [24]

MIL 2
ORA 3
EXP 3
LOY 06



DECK 2

INF		5
POP		0
TRA		0

MATTAN [25]

MIL 2
ORA 1
EXP 3
LOY 09



DECK 2

INF		2
POP		0
TRA		0

Dionysius I the Elder, 430 - 367 BC

+3

Enemy Leader

D7 S15

Increases strength of Sicilian wars.

Eliminated when Sicilian Wars are defeated, or if not at war, on a die roll of 5 or 6.

DECK 1

Massinissa, 238 - 148 BC

+3

Enemy Leader

D9 S18

Increases strength of Numidian revolt.

Eliminated when Numidian revolt is defeated, or if not at war, on a die roll of 5 or 6.

DECK 2

Pyrrhus, 319 - 272 BC

+8

Enemy Leader

D7 S15

Increases strength of Pyrrhic War.

Eliminated when Pyrrhic War is defeated, or if not at war, on a die roll of 5 or 6.

DECK 1

Ophelas, ? - 309 BC

Event

May not be played prior to Separation of Powers.

Playable just prior to 3rd Sicilian War Combat TDR.

Play as enemy: Treat as +4 Enemy Leader.

Play as ally: Carthage commander receives +3 Military Rating until returning peacefully to Carthage.

DECK 1

P. Cornelius Scipio, 236 - 184 BC

+5

Enemy Leader

D11 S16

Increases strength of Roman wars.

Eliminated when Roman wars are defeated, or if not at war, on a die roll of 5 or 6.

DECK 2

Salamis! 480 BC

Event

Play immediately.

Greeks defeat the Persian Empire and cut off trade to the East.

Remove from the game all Trade Goods cards in stacks 2, 3, 4, 5, 6 and 8. As Trade Goods cards with these numbers are returned to the stacks, remove them as well.

All Trade Concession cards are destroyed (even if held in hand).

DECK 1

Separation of Powers, c. 480 BC

Law

Henceforth, senators need not hold the position of Suffete to command forces in battle. A new position of General is created. Appointment to this position gives 3 Influence and must be part of a deployment proposal. The General remains in office until the War is defeated or he is recalled by the Senate.

DECK 1

Alexander the Great, 334 BC

Event

May only be played after Salamis!

Alexander the Great conquers the Eastern world.

Restores Trade Goods cards to stacks 2, 5 and 6 and half of the cards to stacks 3 and 8, which were removed by Salamis!.

Destroyed Trade Concession cards for all courts save Alexandria may now be revived by dr as for destroyed concessions.

DECK 1

Carthage Issues Coinage, c. 300 BC

Law

Each player may now warehouse one extra Trade Goods card.

DECK 1

Lagos Monarchy, 276 BC

Event

May only be played after Alexander the Great and not if the Pyrrhic or any Sicilian War is active.

The Lagos Monarchy in Egypt offers a treaty.

Restores to the Trade Goods cards to stack 4 which were removed by Salamis!. The Trade Concession card for Alexandria is immediately revived without any dr required.

DECK 1

Repeal Austerity Programme, 409 BC

Law

Playable only after Austerity Programme

Carthage revenue decreases by 30T. Each senator in the playing faction gain 1 Popularity. The Trade Good cards removed by Austerity Programme are restored.

DECK 1

Alexander Dies, 323 BC

Event

May only be played after Alexander the Great.

Restores to the stacks Trade Goods cards numbered 3 and 8, which were removed by Salamis!.

DECK 1

Austerity Programme, 479 BC

Law

Carthage annual revenue increases by 30T. Each senator in the playing faction loses 1 Popularity. 50% (rounded down) of the maximum number of Trade Good cards is removed from stacks 1-6. Remove cards as they return to stacks until 50% reached. The Home Suffete loses 1 Popularity at the end of each Senate Phase while this law is in effect.

DECK 1

Grain Shortage, 480 BC

Event

Fifty percent (rounded down) of the maximum number of possible Trade Good cards in stack 4 is removed. If the number in the stack does not reach 50%, continue removing these cards as they are returned until the 50% level is reached.

DECK 1

Grain Shortage Ends, 409 BC

Event

May only be played after Grain Shortage.

The stack 4 cards removed by Grain Shortage are restored.

DECK 1

Construction Booms Event

The base value of Timber cards is doubled for the next or current Trade Phase only.

DECK 2

Increased Meat Consumption Event

The base value of Salt cards is doubled for the next or current Trade Phase only.

DECK 2

Urban Crowding Event

The base value of stack 4 cards is doubled for the next or current Trade Phase only.

DECK 2

Local Dye Manufacture Intrigue

The base value of Dye is permanently halved (rounded down).
A Senator from the playing faction receives 20T upon play of this card.

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DECK 2

Severe Winter Event

The base value of Hides cards is doubled for the next or current Trade Phase only.

DECK 2

Province

Tunisia

Undeveloped

Personal Income: dr - 4
State Income: -dr

TERM	2	1
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Local Taxes: 10
Force: 1/0
Maximum Forces: 3/0

Exotic Fauna Event

Aristocratic fascination with exotic fauna.
The base value of Hides cards is doubled for the next or current Trade Phase only.

DECK 2

Province

Tunisia

Developed

Personal Income: dr
State Income: dr - 1

TERM	2	1
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Local Taxes: 20
Force: 3/0
Maximum Forces: 6/0

Greek Culture Ascendant Event

The base value of Iron cards is doubled.
The base value of Papyrus cards is doubled.
These effects apply to the next or current Trade Phase only.

DECK 2

**DOMINANT
PLAYER**

Faction Dominance	Faction Dominance	Faction Dominance	Faction Dominance	Faction Dominance
1	2	3	4	5
Coalition	Coalition	Coalition	Coalition	

<p style="text-align: center;">Assassin Intrigue</p> <p><i>Support for Assassination plot is widespread.</i> Play before resolution to add 1 to your assassination die roll and any Bodyguard re-rolls. Cumulative with Bodyguard and other Assassin cards.</p> <p style="text-align: center;">DECK 1</p>	<p>Assign to a Senator in your faction.</p> <p style="text-align: center;">DECK 1</p>	<p style="text-align: center;">Trade Concession Court of Alexandria</p> <p>Each turn the faction receives an extra Trade Goods card from the "4" stack. Return to the Forum if the Senator dies, is exiled, captured or successfully prosecuted.</p>
<p style="text-align: center;">Influence Peddling Intrigue</p> <p><i>Backroom deals have swung loyalties to your faction.</i> Discard this card any time other than the Revolution Phase to draw a random card from any other player's hand.</p> <p style="text-align: center;">DECK 1</p>	<p>Assign to a Senator in your faction.</p> <p style="text-align: center;">DECK 1</p>	<p style="text-align: center;">Trade Concession Court of Athens</p> <p>Each turn the faction receives an extra Trade Goods card from the "2" stack. Return to the Forum if the Senator dies, is exiled, captured or successfully prosecuted.</p>
<p style="text-align: center;">Secret Bodyguard Intrigue</p> <p>Play after any assassination die roll to subtract one from the result. Any number of Secret Bodyguard cards may be played on the same attempt. Re-roll to catch the assassin, if not already caught.</p> <p style="text-align: center;">DECK 1</p>	<p>Assign to a Senator in your faction.</p> <p style="text-align: center;">DECK 1</p>	<p style="text-align: center;">Trade Concession Court of Cyprus</p> <p>Each turn the faction receives an extra Trade Goods card from the "6" stack. Return to the Forum if the Senator dies, is exiled, captured or successfully prosecuted.</p>
<p style="text-align: center;">Pirates! Intrigue</p> <p>Play card immediately after all Trade Goods have been collected and before general trading begins. The player of the card takes a random Trade Goods card from the player of his choice.</p> <p style="text-align: center;">DECK 1</p>	<p>Assign to a Senator in your faction.</p> <p style="text-align: center;">DECK 1</p>	<p style="text-align: center;">Trade Concession Court of Rhodes</p> <p>Each turn the faction receives an extra Trade Goods card from the "5" stack. Return to the Forum if the Senator dies, is exiled, captured or successfully prosecuted.</p>
<p style="text-align: center;">Blackmail Intrigue</p> <p>Play to prevent opposition spending on your current Persuasion attempt. If the attempt fails, the target Senator loses Influence and also Popularity equal to a DR.</p> <p style="text-align: center;">DECK 2</p>	<p>Assign to a Senator in your faction.</p> <p style="text-align: center;">DECK 1</p>	<p style="text-align: center;">Trade Concession Court of Tyre</p> <p>Each turn the faction receives an extra Trade Goods card from the "8" stack. Return to the Forum if the Senator dies, is exiled, captured or successfully prosecuted.</p>

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 1

**Committee Review
Law**

Henceforth, following any Public Reaction roll, any member of Committee of Five may propose setting the decision aside. The Committee votes on it in reverse precedence order. If passed, the result is ignored. Each committee member so voting loses 2 popularity. If the result was Held Blameless, roll again for Public Reaction Table. This result may not be set aside.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 1

**Hannibalic Reforms, 195 BC
Law**

Henceforth members of the Committee of Five serve terms lasting one year only. They may not be appointed to a second consecutive term on the Committee. Senator playing the Law gains 2 popularity.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 1

**Liberalization in Numidia
Law**

Playable only if Numidia exists and the Numidian Revolt is not Active.

Halves strength of the Numidian Revolt. Remove 1 Trade Goods card from the 9 stack. State and Personal Income from Numidia Province is reduced by 3. Each senator of the playing faction loses 2 popularity. Use bracketed values on Numidia card.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 1

**Hannibalic Tax Reforms, 195 BC
Law**

Henceforth members of the Committee of Five may no longer make a dr to take money from the State Treasury. Senator playing the Law gains 4 popularity.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 1

**Public Outrage
Law**

Playable only during Crisis.

The Tax rate is automatically set to 60% and may not be reduced during the current Senate Phase. Faction playing card receives 2 Popularity for each of its Senators.

DECK 2

Assassin Intrigue

Support for Assassination plot is widespread.
Play before resolution to add 1 to your assassination die roll and any Bodyguard re-rolls. Cumulative with Bodyguard and other Assassin cards.

DECK 2

Assassin Intrigue

Support for Assassination plot is widespread.
Play before resolution to add 1 to your assassination die roll and any Bodyguard re-rolls. Cumulative with Bodyguard and other Assassin cards.

DECK 2

Influence Peddling Intrigue

Backroom deals have swung loyalties to your faction.
Discard this card any time other than the Revolution Phase to draw a random card from any other player's hand.

DECK 2

Graft Intrigue

A Senator in Carthage may cancel a Public Outcry by paying to the bank from personal treasury an amount equal to a dr. If the roll is too high, the attempt may be cancelled, but the card is discarded. This does not prevent play of another Public Outcry on the same matter by a different player.

DECK 2

Secret Bodyguard Intrigue

Play after any assassination die roll to subtract one from the result. Any number of Secret Bodyguard cards may be played on the same attempt. Re-roll to catch the assassin, if not already caught.

DECK 2

Graft Intrigue

A Senator in Carthage may cancel a Public Outcry by paying to the bank from personal treasury an amount equal to a dr. If the roll is too high, the attempt may be cancelled, but the card is discarded. This does not prevent play of another Public Outcry on the same matter by a different player.

DECK 2

Increased Ship Capacity Intrigue

Engineers and shipbuilders pioneer larger trade ships.
Henceforth the faction holding this card each turn receives one more trade card than usual.

DECK 2

Mob Incited to Violence Intrigue

Play against anyone attempting to cancel a Public Outcry with an Intrigue card. Draw mortality chits equal to a dr plus the Oratory of one of the player's Senators, who must be in Carthage. Chits apply as usual to the target player's faction.

DECK 2

Secret Bodyguard Intrigue

Play after any assassination die roll to subtract one from the result. Any number of Secret Bodyguard cards may be played on the same attempt. Re-roll to catch the assassin, if not already caught.

DECK 2

Mob Incited to Violence Intrigue

Play against anyone attempting to cancel a Public Outcry with an Intrigue card. Draw mortality chits equal to a dr plus the Oratory of one of the player's Senators, who must be in Carthage. Chits apply as usual to the target player's faction.

DECK 2

**Pirates!
Intrigue**

Play card immediately after all Trade Goods have been collected and before general trading begins. The player of the card takes a random Trade Goods card from the player of his choice.

DECK 2

**Pirates!
Intrigue**

Play card immediately after all Trade Goods have been collected and before general trading begins. The player of the card takes a random Trade Goods card from the player of his choice.

DECK 2

**Pirates!
Intrigue**

Play card immediately after all Trade Goods have been collected and before general trading begins. The player of the card takes a random Trade Goods card from the player of his choice.

DECK 2

**Pirates!
Intrigue**

Play card immediately after all Trade Goods have been collected and before general trading begins. The player of the card takes a random Trade Goods card from the player of his choice.

DECK 2

**Open Bodyguard
Intrigue**

Play during the Revenue phase on any senator in Carthage, who must spend 1T and 1 popularity during this phase each turn that he keeps the card. If payment lapses or the Senator dies, discard this card. Subtract 2 from any assassination attempts on this senator. Cumulative with other Bodyguards.

DECK 2

**Priests Demand Sacrifice
Intrigue**

Playable during Crisis only.

When a Faction Leader dies, this card may be played to force the faction to lose the Senator Family Card. The faction losing the Faction Leader gains 1 Popularity for each of its remaining Senators.

DECK 2

**Secret Bodyguard
Intrigue**

Play after any assassination die roll to subtract one from the result. Any number of Secret Bodyguard cards may be played on the same attempt. Re-roll to catch the assassin, if not already caught.

DECK 2

**Reduction of Overhead
Intrigue**

Henceforth the faction holding this card each turn receives one more trade card than usual.

DECK 2

**Secret Bodyguard
Intrigue**

Play after any assassination die roll to subtract one from the result. Any number of Secret Bodyguard cards may be played on the same attempt. Re-roll to catch the assassin, if not already caught.

DECK 2

**Seduction
Intrigue**

Your Faction Leader seduces the wife of another senator.
Play to prevent opposition spending on your current Persuasion attempt.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 2

**Public Outcry
Intrigue**

Play to Veto the current proposal, reserve the floor to make your own proposal, or affect the Public Reaction DR, playing before the roll is made and declaring whether you wish to affect the DR by +1 or -1.

DECK 2

**Pytheas' Rutter, 3rd C. BC
Intrigue**

Play during Atlantic Exploration only.

Pytheas may have sailed to Britain and Scandinavia.
If a Senator in the playing faction pays 10T, the expedition ignores Atlantic Exploration Disaster this turn only.

DECK 2

<p>Gain 5 Influence upon taking office.</p>	<p>Home Suffete</p> <p>Usual HRAO and presiding magistrate. Elected annually. No consecutive terms.</p>	<p>Gain 3 Influence upon taking office.</p>	<p>General</p> <p>Appointed to prosecute a war.</p>			
<p>Gain 5 Influence upon taking office.</p>	<p>Marine Suffete</p> <p>First suffete sent to war. First in succession for HRAO. Elected annually. No consecutive terms.</p>	<p>1 - OCHRE (8) 1 1·4·9·16·25·36·49·64</p> <p>1</p>	<p>1 - OCHRE (8) 1 1·4·9·16·25·36·49·64</p> <p>1</p>			
<p>Gain 3 Influence upon taking office.</p>	<p>General</p> <p>Appointed to prosecute a war.</p>					
<p>Gain 3 Influence upon taking office.</p>	<p>General</p> <p>Appointed to prosecute a war.</p>	<p>1 - OCHRE (8) 1 1·4·9·16·25·36·49·64</p> <p>1</p>	<p>1 - OCHRE (8) 1 1·4·9·16·25·36·49·64</p> <p>1</p>			
<p>Committee of Five</p> <p>Gain 3 Influence upon taking office.</p>	<p>Overseer of the Agora</p> <p>During the Trade phase, receives 1T per every 5 Trade Goods placed on the market (fractions rounded down).</p> <p>Seventh in succession for HRAO.</p> <table border="1" data-bbox="316 1711 414 2005"> <tr> <td>TERM</td> </tr> <tr> <td>2</td> </tr> <tr> <td>1</td> </tr> </table>	TERM	2	1	<p>1 - OCHRE (8) 1 1·4·9·16·25·36·49·64</p> <p>1</p>	<p>1 - OCHRE (8) 1 1·4·9·16·25·36·49·64</p> <p>1</p>
TERM						
2						
1						

<p>Province</p>	<p>Libya Undeveloped Personal Income: dr - 2 State Income: dr - 5</p> <table border="1" data-bbox="472 218 761 312"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 10 Force: 1/0 Maximum Forces: 3/0</p>	TERM	2	1	<p>Province</p>	<p>Sicily Undeveloped Personal Income: dr State Income: DR - 2</p> <table border="1" data-bbox="1252 218 1541 312"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 30 Force: 2/0 Maximum Forces: 10/5</p>	TERM	2	1
TERM	2	1							
TERM	2	1							
<p>Province</p>	<p>Libya Developed Personal Income: dr + 3 State Income: dr + 1</p> <table border="1" data-bbox="472 632 761 726"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 20 Force: 4/0 Maximum Forces: 8/0</p>	TERM	2	1	<p>Province</p>	<p>Sicily Developed Personal Income: dr + 4 State Income: dr + 2</p> <table border="1" data-bbox="1252 632 1541 726"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 40 Force: 2/0 Maximum Forces: 10/5</p>	TERM	2	1
TERM	2	1							
TERM	2	1							
<p>Province</p> <p>Use bracketed values when Liberalization in Numidia law in effect.</p>	<p>Numidia Undeveloped Personal Income: dr State Income: dr - 1 [dr - 3]</p> <table border="1" data-bbox="472 1041 761 1136"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 15 [dr - 4] Force: 2/0 Maximum Forces: 6/0</p>	TERM	2	1	<p>Province</p>	<p>Sardinia-Corsica Undeveloped Personal Income: dr - 5 State Income: -dr - 1</p> <table border="1" data-bbox="1252 1041 1541 1136"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 5 Force: 0/0 Maximum Forces: 0/3</p>	TERM	2	1
TERM	2	1							
TERM	2	1							
<p>Province</p> <p>Use bracketed values when Liberalization in Numidia law in effect.</p>	<p>Numidia Developed Personal Income: DR [DR - 3] State Income: -dr</p> <table border="1" data-bbox="472 1444 761 1539"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 10 Force: 4/0 Maximum Forces: 3/0</p>	TERM	2	1	<p>Province</p>	<p>Sardinia-Corsica Developed Personal Income: dr - 1 State Income: -dr + 1</p> <table border="1" data-bbox="1252 1444 1541 1539"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 10 Force: 1/0 Maximum Forces: 1/5</p>	TERM	2	1
TERM	2	1							
TERM	2	1							
<p>Province</p>	<p>Morocco Undeveloped Personal Income: dr - 2 State Income: dr - 3</p> <table border="1" data-bbox="472 1835 761 1929"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 10 Force: 1/0 Maximum Forces: 1/1</p>	TERM	2	1	<p>Province</p>	<p>Morocco Developed Personal Income: dr + 1 State Income: dr</p> <table border="1" data-bbox="1252 1835 1541 1929"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 10 Force: 1/0 Maximum Forces: 5/2</p>	TERM	2	1
TERM	2	1							
TERM	2	1							

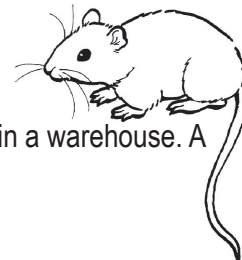
<p>Province</p>	<p>Coastal Spain Undeveloped</p> <p>Personal Income: dr - 2 State Income: -dr + 1</p> <table border="1" data-bbox="477 214 766 310"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 10 Force: 1/0 Maximum Forces: 5/0</p>	TERM	2	1	<p>Province</p>	<p>Inland Spain Undeveloped</p> <p>Personal Income: dr State Income: -dr</p> <table border="1" data-bbox="1247 222 1536 319"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 15 Force: 1/0 Maximum Forces: 5/0</p>	TERM	2	1
TERM	2	1							
TERM	2	1							
<p>Province</p>	<p>Coastal Spain Developed</p> <p>Personal Income: dr + 2 State Income: dr + 1</p> <table border="1" data-bbox="467 630 760 726"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 15 Force: 2/0 Maximum Forces: 10/0</p>	TERM	2	1	<p>Province</p>	<p>Inland Spain Developed</p> <p>Personal Income: DR + 2 State Income: dr + 4</p> <table border="1" data-bbox="1247 630 1539 726"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 50 Force: 2/0 Maximum Forces: 10/0</p>	TERM	2	1
TERM	2	1							
TERM	2	1							
<p>Committee of Five</p> <p>Gain 3 Influence upon taking office.</p>	<p>State Treasurer</p> <table border="1" data-bbox="302 903 399 1192"> <tr> <td>TERM</td> </tr> <tr> <td>2</td> </tr> <tr> <td>1</td> </tr> </table> <p>Makes extra dr during Revenue phase and receives that number of talents. Adjusts the State Treasury.</p> <p>Third in succession for HRAO.</p>	TERM	2	1	<p>Province</p>	<p>Campania Undeveloped</p> <p>Personal Income: dr + 2 State Income: dr</p> <table border="1" data-bbox="1247 1033 1536 1129"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 5 Force: 3/0 Maximum Forces: 10/5</p>	TERM	2	1
TERM									
2									
1									
TERM	2	1							
<p>Committee of Five</p> <p>Gain 3 Influence upon taking office.</p>	<p>Censor of Morals</p> <table border="1" data-bbox="302 1318 399 1608"> <tr> <td>TERM</td> </tr> <tr> <td>2</td> </tr> <tr> <td>1</td> </tr> </table> <p>May conduct one major or two minor prosecution(s) each turn.</p> <p>Fourth in succession for HRAO.</p>	TERM	2	1	<p>Province</p>	<p>Campania Developed</p> <p>Personal Income: DR + 2 State Income: DR</p> <table border="1" data-bbox="1247 1444 1536 1541"> <tr> <td>TERM</td> <td>2</td> <td>1</td> </tr> </table> <p>Local Taxes: 50 Force: 4/0 Maximum Forces: 15/10</p>	TERM	2	1
TERM									
2									
1									
TERM	2	1							
<p>Committee of Five</p> <p>Gain 3 Influence upon taking office.</p>	<p>Supervisor of Public Buildings</p> <table border="1" data-bbox="302 1722 399 2011"> <tr> <td>TERM</td> </tr> <tr> <td>2</td> </tr> <tr> <td>1</td> </tr> </table> <p>During Revenue phase, receives 2T per Active war and 1T per Inactive war from the bank.</p> <p>Fifth in succession for HRAO.</p>	TERM	2	1	<p>Committee of Five</p> <p>Gain 3 Influence upon taking office.</p>	<p>Harbor Master</p> <table border="1" data-bbox="1081 1722 1179 2011"> <tr> <td>TERM</td> </tr> <tr> <td>2</td> </tr> <tr> <td>1</td> </tr> </table> <p>During Revenue phase receives 1T per every 4 Traders in play (round fractions down).</p> <p>Sixth in succession for HRAO.</p>	TERM	2	1
TERM									
2									
1									
TERM									
2									
1									

Bandits Table Event

Make a dr for each trade card currently in a warehouse. A result of 1-2 removes the card to the side of the board. It will be sold in the next Trade Phase with proceeds going to the bank. No taxes are paid.

Upon second or later occurrence on the same turn:
Repeat above, but now a result of 1-3 removes.

Rats Table Event



Make a dr for each Grain card currently in a warehouse. A result of 1-2 returns it to stack 4.

Spoilage, Rot and Disease Table Event

Make a dr for each Grain, Oil, Wine and Spice card currently in a warehouse. A result of 1-2 returns it to its appropriate stack.

Euthymenes' Rutter, 3rd C. BC Intrigue

Play during West Africa Exploration only.

Euthymenes sailed to West Africa.

If a Senator in the playing faction pays 10T, the expedition ignores West Africa Exploration Disaster this turn only.

DECK 2

Pharusian Raiders Table Event

If the West Africa Exploration colored dr is odd, subtract that number of trade fleets from the exploration force. Draw a mortality chit for each lost fleet. Half of the stack 9 cards (rounded down) are removed from play until the end of the next Trade Phase.

Upon second or later occurrence on the same turn:
Same, but use the two white dice and remove all of stack 9.

Hannibal the Rhodian, 3rd C. BC Intrigue

Playable only after Separation of Powers.

Hannibal commanded a fast quadreme that he used to spy on the Romans.

Play just before a combat TDR of any one naval battle to add 5 to the Carthaginian commander's military rating for one battle.

DECK 2

Storm at Sea Table Event

Reduce the number of fleets equal to a DR.

Upon second or later occurrence on the same turn:
Reduce the number of fleets equal to a DR.

Xanthippus, 3rd C. BC Intrigue

Playable only after Separation of Powers.

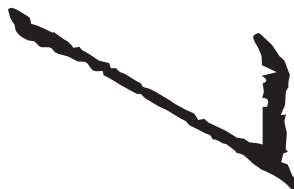
Xanthippus was a very good mercenary general from Sparta.

Play just before a combat TDR of any one battle to add 5 to the Carthaginian commander's military rating for one battle. Requires that playing faction spend 20T.

DECK 2

Sicilian Epidemic Table Event

For any Combat TDR against the Sicilian, Pyrrhic or 1st Roman Wars, if the colored die result is odd, randomly remove that number of legions from the Carthage force. Draw mortality chits equal to the number of legions lost against the forces commander(s). Then resolve the combat. No effect on fleets.



7 - RESIN (4)
7 · 28 · 63 · 112

7

Allied Enthusiasm Table Event

Add 50 Talents to the State Treasury in the Revenue Phase.

Upon second occurrence on the same turn:

Add 75 Talents to the State Treasury, instead.

Evil Omens Table Event

Reduce the State Treasury by 20 Talents. All die/dice rolls are -1 except Persuasion attempts are +1. Initiative DR not affected.

Upon second occurrence on the same turn:

All die/dice rolls are now -2 except Persuasion attempts are +2. Initiative DR not affected.

Ally Deserts Table Event

For each battle fought this turn, if the combat roll is even, increase the War's strength by the roll of the colored die.

Upon second occurrence on the same turn:

Instead, for each battle fought this turn, if the combat roll is even, increase the War's strength by the sum of the white dice.

Internal Disorder Table Event

Undeveloped Provinces do not produce Revenue and no Improvement may be attempted.

Upon second occurrence on the same turn:

No additional effect.

Enemy Ally Deserts Table Event

For each battle fought this turn, if the combat roll is odd, decrease the War's strength by the roll of the colored die.

Upon second occurrence on the same turn:

Instead, for each battle fought this turn, if the combat roll is odd, decrease the War's strength by the sum of the white dice.

Mob Violence Table Event

Draw Mortality chits equal to the current number of Active and Inactive Wars. Possible targets are those in Carthage with Popularity less than this number.

Upon second or later occurrence on the same turn:

Draw Mortality chits equal to the current number of Active and Inactive Wars plus a dr. Possible targets are those in Carthage with Popularity less than this number.

Enemy Leader Dies Table Event

At the end of the Forum Phase the HRAO discards the Leader of his choice.

Upon second occurrence on the same turn:

In addition, the largest current war matching the Leader is shuffled back into the deck. The State receives half its Treasury increase.

Natural Disaster Table Event

Reduce the State Treasury by 50 Talents.

Upon second or later occurrence on the same turn:

Reduce the State Treasury by 30 Talents.

Epidemic Table Event

Draw six Mortality chits, applicable to all in Carthage.

Upon second or more occurrences on the same turn:

Draw up to six Mortality chits. Only the first that results in the death of a Senator not in Carthage applies.

New Alliance Table Event

At the end of the Senate Phase the HRAO reshuffles into deck the War or Revolt of his choice. The State collects half of any Treasury increase.

Upon second occurrence on the same turn:

Instead of half, the State earns all the Treasury increase from the chosen War.

1 - OCHRE (8) 1
1·4·9·16·25·36·49·64



1 - OCHRE (8) 1
1·4·9·16·25·36·49·64



1 - HIDES (7) 1
1·4·9·16·25·36·49



1 - HIDES (7) 1
1·4·9·16·25·36·49



1 - HIDES (7) 1
1·4·9·16·25·36·49



1 - HIDES (7) 1
1·4·9·16·25·36·49



1 - HIDES (7) 1
1·4·9·16·25·36·49



1 - HIDES (7) 1
1·4·9·16·25·36·49



1 - HIDES (7) 1
1·4·9·16·25·36·49



2 - PAPYRUS (5) 2
2·8·18·32·50



2 - PAPYRUS (5) 2
2·8·18·32·50



2 - PAPYRUS (5) 2
2·8·18·32·50



2 - PAPYRUS (5) 2
2·8·18·32·50



2 - PAPYRUS (5) 2
2·8·18·32·50



2 - IRON (6) 2
2·8·18·32·50·72



2 - IRON (6) 2
2·8·18·32·50·72



3 - SALT (9) 3
3 · 12 · 27 · 48 · 75 · 108 ·

3

147 · 192 · 243

3 - SALT (9) 3
3 · 12 · 27 · 48 · 75 · 108 ·

3

147 · 192 · 243

3 - SALT (9) 3
3 · 12 · 27 · 48 · 75 · 108 ·

3

147 · 192 · 243

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147 · 192 · 243

3 - TIMBER (8) 3
3 · 12 · 27 · 48 · 75 · 108 ·

3

147 · 192

3 - TIMBER (8) 3
3 · 12 · 27 · 48 · 75 · 108 ·

3

147 · 192

3 - TIMBER (8) 3
3 · 12 · 27 · 48 · 75 · 108 ·

3

147 · 192

2 - IRON (6) 2
2 · 8 · 18 · 32 · 50 · 72

2

2 - IRON (6) 2
2 · 8 · 18 · 32 · 50 · 72

2

2 - IRON (6) 2
2 · 8 · 18 · 32 · 50 · 72

2

2 - IRON (6) 2
2 · 8 · 18 · 32 · 50 · 72

2

4 - GRAIN (8) 4
4 · 16 · 36 · 64 · 100 · 144 ·



196 · 256

4 - GRAIN (8) 4
4 · 16 · 36 · 64 · 100 · 144 ·



196 · 256

4 - GRAIN (8) 4
4 · 16 · 36 · 64 · 100 · 144 ·



196 · 256

4 - GRAIN (8) 4
4 · 16 · 36 · 64 · 100 · 144 ·



196 · 256

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196 · 256

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196 · 256

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4 · 16 · 36 · 64 · 100 · 144 ·



196 · 256

4 - GRAIN (8) 4
4 · 16 · 36 · 64 · 100 · 144 ·



196 · 256

3 - TIMBER (8) 3
3 · 12 · 27 · 48 · 75 · 108 ·



147 · 192

3 - TIMBER (8) 3
3 · 12 · 27 · 48 · 75 · 108 ·



147 · 192

3 - TIMBER (8) 3
3 · 12 · 27 · 48 · 75 · 108 ·



147 · 192

3 - TIMBER (8) 3
3 · 12 · 27 · 48 · 75 · 108 ·



147 · 192

4 - OIL (7) 4
4 · 16 · 36 · 64 · 100 · 144 ·



196

4 - OIL (7) 4
4 · 16 · 36 · 64 · 100 · 144 ·



196

4 - OIL (7) 4
4 · 16 · 36 · 64 · 100 · 144 ·



196

3 - TIMBER (8) 3
3 · 12 · 27 · 48 · 75 · 108 ·



147 · 192

5 - CLOTH (7) 5
5 · 20 · 45 · 80 · 175 · 180 ·

5

245

5 - CLOTH (7) 5
5 · 20 · 45 · 80 · 175 · 180 ·

5

245

5 - CLOTH (7) 5
5 · 20 · 45 · 80 · 175 · 180 ·

5

245

5 - CLOTH (7) 5
5 · 20 · 45 · 80 · 175 · 180 ·

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245

5 - CLOTH (7) 5
5 · 20 · 45 · 80 · 175 · 180 ·

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245

5 - CLOTH (7) 5
5 · 20 · 45 · 80 · 175 · 180 ·

5

245

5 - CLOTH (7) 5
5 · 20 · 45 · 80 · 175 · 180 ·

5

245

5 - WINE (6) 5
5 · 20 · 45 · 80 · 175 · 180

5

4 - OIL (7) 4
4 · 16 · 36 · 64 · 100 · 144 ·

4

196

4 - OIL (7) 4
4 · 16 · 36 · 64 · 100 · 144 ·

4

196

4 - OIL (7) 4
4 · 16 · 36 · 64 · 100 · 144 ·

4

196

4 - OIL (7) 4
4 · 16 · 36 · 64 · 100 · 144 ·

4

196

5 - WINE (6) 5
5 · 20 · 45 · 80 · 175 · 180

5

5 - WINE (6) 5
5 · 20 · 45 · 80 · 175 · 180

5

5 - WINE (6) 5
5 · 20 · 45 · 80 · 175 · 180

5

5 - WINE (6) 5
5 · 20 · 45 · 80 · 175 · 180

5

6 - BRONZE (6) 6
6 · 24 · 54 · 96 · 150 · 216



6 - BRONZE (6) 6
6 · 24 · 54 · 96 · 150 · 216



6 - BRONZE (6) 6
6 · 24 · 54 · 96 · 150 · 216



6 - BRONZE (6) 6
6 · 24 · 54 · 96 · 150 · 216



6 - BRONZE (6) 6
6 · 24 · 54 · 96 · 150 · 216



6 - BRONZE (6) 6
6 · 24 · 54 · 96 · 150 · 216



6 - SILVER (5) 6
6 · 24 · 54 · 96 · 150



5 - WINE (6) 5
5 · 20 · 45 · 80 · 175 · 180



6 - SILVER (5) 6
6 · 24 · 54 · 96 · 150



6 - SILVER (5) 6
6 · 24 · 54 · 96 · 150



6 - SILVER (5) 6
6 · 24 · 54 · 96 · 150



6 - SILVER (5) 6
6 · 24 · 54 · 96 · 150



7 - SPICE (5) 7
7 · 28 · 63 · 112 · 175



7 - SPICE (5) 7
7 · 28 · 63 · 112 · 175



7 - SPICE (5) 7
7 · 28 · 63 · 112 · 175

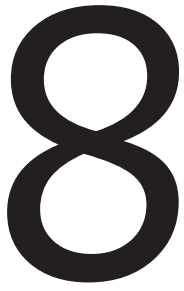


7 - SPICE (5) 7
7 · 28 · 63 · 112 · 175



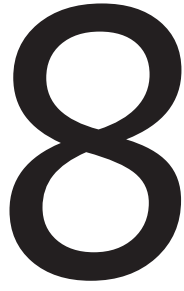
8 - GEMS (4)
8 · 32 · 72 · 128

8



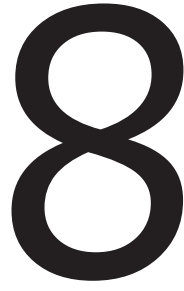
8 - GEMS (4)
8 · 32 · 72 · 128

8



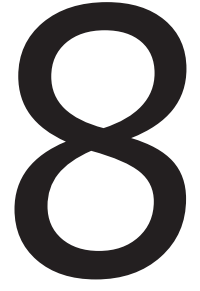
8 - GEMS (4)
8 · 32 · 72 · 128

8



8 - GEMS (4)
8 · 32 · 72 · 128

8



9 - GOLD (3)
9 · 36 · 81

9



8 - DYE (3)
8 · 32 · 72

8



8 - DYE (3)
8 · 32 · 72

8



8 - DYE (3)
8 · 32 · 72

8



9 - GOLD (3)
9 · 36 · 81

9



9 - GOLD (3)
9 · 36 · 81

9



9 - IVORY (2)
9 · 36

9



9 - IVORY (2)
9 · 36

9



7 - RESIN (4)
7 · 28 · 63 · 112

7



7 - RESIN (4)
7 · 28 · 63 · 112

7



7 - RESIN (4)
7 · 28 · 63 · 112

7



7 - SPICE (5)
7 · 28 · 63 · 112 · 175

7



Conquest of Tunisia, 480 - ? BC

3/0/0 War, Inactive

- D6 S17** Victory:
- creates Tunisia province
 - adds 2 Trade Goods cards to 4 stack
 - earns 10T

DECK 1

Conquest of Morocco, 480 - ? BC

6/4/0 War, Inactive

- D6 S17** Victory:
- creates Morocco province
 - adds 2 Trade Goods cards to 4 stack
 - earns 10T

DECK 1

Conquest of Libya, 480 - ? BC

4/2/0 War, Inactive

- D5 S17** Victory:
- creates Libya province
 - adds 1 Trade Goods cards to 9 stack
 - earns 10T

DECK 1

1st Sicilian War, 409 - 405 BC

8/5/10@ War, Inactive

- D11 S14** Loss:
- halves stacks 1, 4, and 5
- Victory:
- creates Sicily province
 - earns 25T
- If active, removes 1 Trade Goods card from stacks 1, 4 and 5.

DECK 1

Conquest of Numidia, 480 - ? BC

5/2/0 War, Inactive

- D5 S16** Victory:
- creates Numidia province
 - adds 1 Trade Goods cards to 9 stack
 - earns 10T

DECK 1

2nd Sicilian War, 398 - 343 BC

10/5/7@ War, Active

- D9 S10,16** Loss:
- halves stacks 1, 4, and 5
- Victory:
- creates Sicily province
 - earns 15T
- Removes 1 Trade Goods card from stacks 1, 4 and 5.

DECK 1

Conquest of Morocco, 480 - ? BC

6/4/0 War, Inactive

- D6 S17** Victory:
- creates Morocco province
 - adds 2 Trade Goods cards to 4 stack
 - earns 10T

DECK 1

3rd Sicilian War, 315 - 289 BC

11/5/0 War, Active

- D7 S14** Loss:
- halves stacks 1, 4, and 5
- Victory:
- creates Sicily, Tunisia provinces
 - earns 10T
- Removes 1 Trade Goods card from stacks 1, 4 and 5.

DECK 1

Spanish Revolt, 410 - 237 BC

14/6/0 Revolt, Active

- D8 S11, 16** Loss:
- halves stack 6
- Victory:
- restores 2 Celtiberians to force pool
- Removes 1 Trade Goods card from stack 6. Two Celtiberian desert.

DECK 1

Pyrrhic War, 279 - 276 BC

10/5/10@ War, Active

- D9 S13** Loss:
- halves stacks 1, 4, and 5
- Victory:
- creates Sicily province
 - earns 10T
- Removes 1 Trade Goods card from stacks 1, 4 and 5.

DECK 1

<p>West Africa, 410 BC</p> <p>0/60 Exploration</p> <p>D12 Success: • adds 2 Trade Goods cards to 9 stack</p> <p style="text-align: center;">DECK 1</p>	<p>Mercenary Revolt, 241 - 237 BC</p> <p>6/0/0 War, Active</p> <p>D6 S16 Loss: Removes 2 Balearics, 2 Celtiberians, 2 Numidians, all Libyans and 1 from stacks 1, 4 and 5. Drought.</p> <p>Victory: • halves stacks 4 and 9 (round loss down) • adds 1 Trade Goods card to 4, 9 stacks</p> <p style="text-align: center;">DECK 2</p>
<p>Atlantic, 410 BC</p> <p>0/40 Exploration</p> <p>D14, 17 Success: • adds 2 Trade Goods cards to 6 stack</p> <p style="text-align: center;">DECK 1</p>	<p>Conquest of Inland Spain, 237 - 229 BC</p> <p>8/3/0 War, Inactive</p> <p>D5 S17 Victory: • creates Inland Spain province • adds 1 Trade Goods card to 2, 6 stacks • earns 30T</p> <p style="text-align: center;">DECK 2</p>
<p>Trans-Sahara, 450 BC</p> <p>50/0 Exploration</p> <p>D13 Success: • adds 2 Trade Goods cards to 3 stack • adds 2 Trade Goods cards to 8 stack</p> <p style="text-align: center;">DECK 1</p>	<p>2nd Roman War, 218 - 201 BC</p> <p>17/5/10@ War, Inactive</p> <p>D12 S15 Loss: If active, removes 1 Trade Goods card from stacks 1, 4 and 5. All Campanians desert.</p> <p>Victory: • halves stacks 1, 4 and 6 • earns 25T</p> <p style="text-align: center;">DECK 2</p>
<p>Expansion in North Africa, 256 BC</p> <p>10/6/0 War, Inactive</p> <p>D5 S17 Victory: If active, removes 1 Trade Goods card from stacks 1, 4 and 9.</p> <p>• creates developed Libya, Numidia and Morocco provinces • adds 1 to 1, 4 and 9 stacks • earns 30T</p> <p style="text-align: center;">DECK 2</p>	<p>Numidian Revolt, 150 BC</p> <p>7/0/0 Revolt, Inactive unless Numidia exists</p> <p>D14 S16 Loss: If active, Numidians desert, removes 1 Trade Goods card from stack 9.</p> <p>Victory: • halves stack 9 • creates Sicily, Tunisia provinces • add 1 card to stack 9 • earns 10T</p> <p style="text-align: center;">DECK 2</p>
<p>1st Roman War, 264 - 241 BC</p> <p>13/5/10@ War, Active</p> <p>D11 S14 Loss: Removes 1 Trade Goods card from stacks 1, 4 and 5. All Campanians desert.</p> <p>Victory: • halves stacks 1, 4 and 5 • creates Sicily province • earns 35T</p> <p style="text-align: center;">DECK 2</p>	<p>3rd Roman War, 149 - 146 BC</p> <p>7/0/0 War, Inactive</p> <p>D7 S14 Victory: If active, removes 1 Trade Goods card from stacks 1, 4 and 5. All Campanians desert.</p> <p>• creates Campania province • Campanians return if all 3 Roman wars defeated. • earns 35T</p> <p style="text-align: center;">DECK 2</p>