

THE · REPUBLIC · OF CARTHAGE



Rules of Play

TRADE CARDS

FACTION VOTES

ARMIES

VETERANS

FLEETS

BOARD LEGEND

FORCE POOL

HARBOR

WAR PLANNING

The main board layout includes a vertical column of trade cards on the left, numbered 1 to 23. At the top, there are sections for 'FACTION VOTES' (a grid from 0-90) and 'STATE TREASURY'. Below these are 'ARMIES', 'VETERANS', and 'FLEETS' sections. The central area is divided into 'HARBOR' (top) and 'WAR PLANNING' (bottom). The 'HARBOR' area contains 'DECK', 'INACTIVE FAMILIES', and 'LOST WARS'. The 'WAR PLANNING' area contains 'LEADERS', 'INACTIVE', 'ACTIVE', and 'UNPROSECUTED' columns. A 'FORCE POOL' is located on the right side of the board.

ENEMY LEADER COLUMN INACTIVE WAR COLUMN ACTIVE WAR COLUMN ACTIVE UNPROSECUTED WARS COLUMN

SENATOR CARD EXAMPLE

STATESMAN CARD EXAMPLE

SENATOR CARD EXAMPLE
 BARCA [3**]
 MILITARY 3
 ORATORY 3
 INFLUENCE 4
 EXPLORER 3
 LOYALTY 9
 DECK NUMBER: 1

STATESMAN CARD EXAMPLE
 HAMILCAR BARCA [3A]
 MILITARY 5
 ORATORY 4
 INFLUENCE 3
 EXPLORER 1
 LOYALTY 7
 SPECIAL ABILITY: HANNU THE GREAT
 SPECIAL FEATURE: IGNORES MERCENARY AND SPANISH ADULT DISASTER/STANDOFF.
 DECK NUMBER: II

*Each asterisk indicates an associated Statesman.

ABILITIES

THE REPUBLIC OF CARTHAGE

Rules of Play June 20, 2017

Introduction

The Republic of Carthage reflects approximately 350 years in the life of the Carthaginian Republic. Players cooperate and compete to manage its fortunes, especially its politics, wars and trade.

Components

- 1 board
- 64 **Early Republic** cards labeled "I":
20 Senator, 9 War, 8 Intrigue, 8 News, 5 Statesman, 5 Trade Concession, 4 Law, 3 Exploration, 2 Enemy Leader
- 64 **Late Republic** cards, labeled "II":
35 Intrigue, 7 War, 5 Statesman, 5 Senator, 5 News, 5 Law, 2 Enemy Leader
- 16 **Other large** cards: 9 Province, 7 Office (2 Suffete, 5 Committee)
- 103 **Trade** cards: 8 Ocher, 7 Hides, 6 Iron, 5 Papyrus, 9 Salt, 8 Timber, 8 Grain, 7 Oil, 7 Cloth, 6 Wine, 6 Bronze, 5 Silver, 5 Spice, 4 Resin, 4 Gems, 3 Dye, 3 Gold, 2 Ivory, 1 spare
- **Other small** cards: 18 Table Events
- 28 **Army** counters: 2 Carthaginian Legion, 2 Balearic Slinger, 4 Celtiberian, 4 Libyan Light Infantry, 4 Numidian Cavalry, 2 War Elephant, 2 Sikel, 5 Gallic Sword, 3 Campanian Sword
- 25 **Fleet** counters

- 5 **Office** counters: 5 General
- 6 **Other** counters: 3 Fleet Victory/Standoff, 2 Disaster/Stalemate, 1 Manpower Shortage
- 84 **Square** chits: 31 Mortality, 28 Loyalty, 10 Black Number, 5 Rebel, 3 Talents, 2 Captured/Exile, 2 Caravan, 2 Trade Fleet, 1 Tax Rate
- 112 **Talent** rounds: 50 "1", 18 "3", 12 "5", 10 "10", 8 "25", 8 "50", 6 "100"
- **Influence** cubes:
 - 40 green ice cubes (value 1)
 - 20 green wood cubes (value 5)
 - 4 large green cubes (value 10)
- **Popularity** cubes:
 - 20 clear ice cubes (value 1)
 - 10 white wood cubes (value 5)
 - 10 black ice cubes (value -1)
 - 5 black wood cubes (value -5)
- **Trader** cubes:
 - 24 blue ice cubes (value 1)
 - 6 blue wood cubes (value 5)
- **Liabile** cubes:
 - 10 red ice cubes
- **Figures**:
 - 6 wood in 6 player colors
 - 1 Chief Rebel (translucent red)
- **Disks**: 6 in 6 player colors
- **Mat**: 1 player aide
- **Dice**: 2 white, 1 red



Hannibal

Prepare to Play

1. Unfold the board face up on the table.
2. Shuffle the Senators of the Early Republic (I) deck and deal 3 to each player, face up, to form each player's starting faction.
3. Make a deck of the Early Republic (I) Intrigue, Statesman, Law and Trade Concession cards. Shuffle and deal 3 to each player, face down. Players may play Trade Concession and eligible Statesman cards at this time; otherwise they must await the Revolution Phase.
4. Place the **Conquest of Tunisia** war card in the Inactive section of the War Planning area.
5. Combine all the remaining Early Republic cards and shuffle to form the starting deck. Place it on the board.
6. Each faction receives one trader, the owning player placing it on one of their Senators.
7. Each player designates one Senator as Faction Leader by placing a Faction Leader figure on his card.
8. Each player takes a disk of the same color.
9. The Senator with the **lowest ID** number is the Temporary **Home Suffete** and takes the Home Suffete card. Add green Influence cubes equal to a value of 5 to reflect this office.
10. The Senator with the **next to lowest ID** number becomes Governor of **Undeveloped Coastal Spain** (and is assigned this card). **Note:** Owning players decide the remaining term lengths (1-3) for these starting terms.
11. The Senator with the **third lowest ID number** becomes Governor of **Undeveloped Sardinia-Corsica**.
12. Shuffle the 5 Committee Memberships and randomly deal one for each player to assign to a senator in their factions. Place Committee Memberships that could not be assigned or are left over in the Harbor.
Note: If there are 6 players, deal a Committee Membership to each faction except for the one receiving the Temporary Home Suffete. Assign each a remaining term length as follows (mark with any cube):
 - **Censor of Morals:** 3 turns
 - **Harbor Master, Overseer of the Agora:** 2 turns
 - **State Treasurer, Supervisor of Public Buildings:** 1 turn
13. Set the **State Treasury** to **100** talents by placing the "000", "00" and "0" markers on the State Treasury tracks.
14. Set the **Tax Rate** level to **10%** by placing the Tax Rate marker on the 10 space of the State Treasury tracks.
15. Place **2 Carthaginian Legion** armies in the **Active Forces** box.

16. Place 2 Balearic Slingers, 4 Celt-iberians, 3 Campanian Swordsmen and all Fleets in the Force Pool box.

17. Sort the Trade cards by number and shuffle into nine face down stacks. Remove (randomly) the following cards from what is available in the following stacks and place them next to their stacks just off the board:

- From 1's stack: 1 card
- From 2's stack: 1 card
- From 3's stack: 2 cards
- From 4's stack: 4 cards
- From 6's stack: 3 cards
- From 8's stack: 2 cards
- From 9's stack: 3 cards

18. Place the Mortality chits in an opaque cup.

Terminology

DR: indicates a roll of two dice, whose results are added together.

dr: indicates a roll of one die.

Family card: another term for a Senator (and not a Statesman) card, so called because each such card represents multiple individuals in a single family over several generations.

HRAO: The Senator holding the office of Home Suffete is normally the Highest Ranking Available Officer. When this office is vacant or when other officers appear, determine the HRAO according to the following ranking:

1. Home Suffete

2. Marine Suffete
3. State Treasurer
4. Censor of Morals
5. Supervisor of Public Buildings
6. Harbor Master
7. Overseer of the Agora
8. Lowest-numbered Senator in Carthage

Influence: Indicate Influence gains by adding green cubes in the appropriate amount. Small ice cubes are worth 1, small wood cubes worth 5 and large wood cubes worth 10. Aka INF.

Manpower Shortage: When this event occurs, double all recruiting costs for the turn. If this event occurs more than once in a turn, triple these costs. **Hint:** Place the Manpower Shortage marker on the Treasury track as a reminder.

PM: Presiding Magistrate, the Senator running the Senate, usually the HRAO, but not always

Popularity: Indicate Popularity gains by adding clear or white cubes in the appropriate amount. Small ice cubes are worth 1, small wood cubes worth 5. Indicate negative Popularity with black ice cubes, each worth -1 and black wood cubes, each worth -5. Aka POP.

Statesman: A Statesman card represents an outstanding member of a Senate family. A Statesman is also a Senator and the term Senator is used to collectively apply to all Senators and Statesmen.

Each Statesman ID number is limited by the particular Family card with the same number. You may only play a Statesman card if

- The Family card is not in any faction or on the board, **or**
- The Family card is part of the player's faction; in this case place the Statesman to cover the Senator.

Special rules apply to the following Statesmen:

- **Mago family.** Statesmen **2A** and **2B** may both be in play at the same time. If one is a member of a faction, no other faction may play the other. If both are in play, randomly determine which is affected by each Mortality chit draw and which statesman receives the Family card should it appear in the Harbor. If the holder of the Family card dies and the other statesman is in play, the Family card moves under the still-living statesman, even if the Family card is the faction leader.
- **Barca family.** Statesmen #3A and #3B may not be in play at the same time.

T: talents, the monetary unit of the game

TDR: indicates a roll of three dice; add their results together

Traders: Each blue ice cube represents a Trader, also a **Warehouse**. Each blue wood cube represents 5 Traders/Warehouses.

Sequence of Play

- I. Mortality Phase
- II. Revenue Phase
- III. Trade Phase
- IV. Harbor Phase
- V. Senate Phase
- VI. Exploration and Combat Phase
- VII. Revolution Phase

Playing the Game

I. Mortality Phase

Use this procedure also when drawing Mortality chits at other points during play.

Draw one Mortality chit from the cup. If its number matches that of any Senator in play, that Senator dies.

If the chit reads "None", there is no effect.

If the chit reads "Draw 2", place the chit on the table and draw two more chits. If these numbers match any Senators in play, those Senators die.

After all drawing is complete, return all drawn chits to the cup.

Consequences of Death: When a Senator dies, return all his Influence, Popularity and Trader markers to the supply. Place any office or Trade Concession he held in the Harbor.

Unless the Senator is a Faction Leader, place the card face down in the Harbor. A Faction Leader stays with the faction and also **retains all his Traders**.

If a Statesman dies, treat the markers as above and remove the card from play. Treat the underlying Family card as above.

II. Revenue Phase

The players perform the following steps in order, simultaneously:

1. **Each Faction Leader collects 3 talents, each other Senator in a faction, 1 talent.**

These talents come from the supply; place them on each Senator's card.

2. **State Treasurer, Supervisor of Public Buildings and Harbor Master receive extra income.**

These offices provide income as explained on the corresponding cards.

3. **Each Committee member may roll 1 die for corruption.**

Each member of the Committee of Five may roll 1 die and collect that number of talents from the supply, deducting the corresponding amount from the State Treasury. In this case replace the Term cube with a red one.

4. **State receives 100T.**

Increase the State Treasury by 100T.

5. **Rebel faction pays maintenance.**

Each rebel army costs the rebel

faction 2 T. Any armies the rebel does not maintain return to Senate control.

6. **State pays army/fleet maintenance.**

Each active Senate fleet and army costs the State Treasury 2T.

7. **State pays for active and lost wars.**

Each active war costs the the state 20T per turn, each Lost War 25T per turn.

8. **State maintains Trade Fleets and Caravans.**

The State Treasury pays 1T per every 5 Trade Fleets or fraction thereof and 1T per every 5 Caravans or fraction thereof.

9. **Govern Provinces.**

For each Governor, the owning player performs the following steps:

- **Determine State contribution.**

Roll dice to determine the Province's contribution to the State Treasury. Make a single die roll when the "State Income" line indicates "dr", but roll two dice when it indicates "DR". After rolling, apply any modifier.

Example: the State Income line for Undeveloped Libya reads "dr - 5".

The "dr" means that the player rolls 1 die. In this case, the die shows "1".

Subtracting 5 yields -4. Since the number is negative, the player reduces rather than adds to the amount in the State Treasury, in this case by 4.

- **Determine Personal Income.**

Taking Personal Income is optional. Roll per the "Personal Income" line. Place talents from any positive result on the Governor's card; deduct negative results from the State Treasury instead. When a Governor takes Personal Income, replace the Term cube with a red one, which transfers to his card when he returns to Carthage and remains there until he is tried or the end of the next Prosecutions Step, whichever comes first.

- **Check for Development.**

If the Province is Undeveloped, check to see whether its status improves. Roll 1 die. Add 1 if the Governor did not take Personal Income on this turn. If the result is 6 or more, the Province card is flipped over and henceforth players use the Developed side, and the Senator gains 3 Influence (cubes).

- **Adjust the Term cube.**

When a Governor takes office place any unused non-red cube on the Province box labeled "TERM". After each Revenue Phase as Governor, move the cube one space to the right. When the cube would move past the last space, place the Province card in the Harbor instead. If the Governor was corrupt place a red cube on his card.

10. **Re-distribute funds.**

Players may redistribute talents among Senators in Carthage freely. Funds with Senators currently serving as Governors or away prosecuting a war or exploration cannot be changed, however. Players may also give talents in Carthage away to other players. This money goes into the receiving player's Faction Treasury, also considered to be in Carthage and thus also eligible for redistribution. All talents on Senator cards are held face up; only talents in the Faction Treasury, which belong to the Faction as a whole, are kept visible, but face down.

11. **Make Contributions.**

Senators may contribute talents to the State Treasury by removing these talents from their cards and adding the same amount to the State Treasury. If the amount is large enough, a Senator who contributes in this way earns Influence according to the Contributions table on the board.

12. **Check for Bankruptcy.**

If the State Treasury is unable to make all of its payments, the game ends immediately. See Victory Conditions.

III. Trade Phase

Players conduct the steps of this phase in the following order.

1. Collect trade cards.

Begin with the player holding the **Overseer of the Agora** office and proceed clockwise. If the office is not currently held, begin instead with the HRAO.

Procedure: Each player draws trade cards from as many stacks as he has traders in play, starting with the "1" stack and continuing up to the number of traders. If he has more than 9 traders, he continues again with the "1" stack. However, if any stack is empty, he does not draw any card to replace it.

Example: A player has four traders. Normally he would draw one card each from stacks 1, 2, 3 and 4. But stack 3 is empty so he draws only from stacks 1, 2 and 4.

Trade Concessions: Collect extra trade cards for played Trade Concessions as described on the Trade Concession cards.

2. Trade.

Context: Each Trade card alone is worth the number displayed in the upper corners. For example, a single Gold card is worth 9T. But if you have multiple instances of the same card, the value of the set increases, as shown on the cards. For example, the Gold card shows "9 · 36 · 54". This

means two Gold cards are worth 36T, three, 54T.

Trade Offers: Players negotiate trades between one another. Each offer must consist of at least three cards, their total value and the name of at least one of the included commodities. This information must be correct. Any other offer information, whether volunteered or sought, need not be correct.

Restrictions:

- Trade cards in a player's hand can never be shown to other players.
- During this step, only trade cards may be exchanged. Other items such as Intrigue/News cards and talents may be promised, but these items may not change hands until the Revolution and the Revenue Phases, respectively.
- Any one trading deal may involve two players only.

3. Sell Trade cards and pay taxes.

Turn Order: Players conduct this step beginning with the HRAO and proceeding clockwise.

a. Selling:

A player sells by turning in Trade cards to acquire talents. The card values convert directly into talents.

Example: The player turns in 3 Gold cards, collecting 54 talents.

Hint: place sold cards face up adjacent to their stacks.

b. Paying Taxes:

Each player now pays taxes on the revenue received according to the current tax rate. Round fractions up. Add these amounts to the State Treasury.

Example, the player turns in 3 Gold, earning 54 talents. As the tax rate is 10%, he pays $54 \times 0.10 = 5.4$ which he rounds up to 6 talents. These talents come out of the trade revenue and increase the State Treasury.

c. Overseer of the Agora receives extra income.

The Overseer of the Agora receives extra income based on the number of Trade cards turned in during the current turn. (See the card text for details.) This amount is not subject to tax.

d. Warehouse unsold Trade cards.

Trade cards not turned in may be saved up to the limit of the number of traders belonging to that faction. Any cards beyond this must be discarded and returned to the appropriate stacks. That is, "1" cards are returned to the "1" stack, "2" cards to the "2" stack, etc. This limit is applied at the end of the Trade Phase only.

e. Re-distribute Trade income.

Players may distribute their Trade income as they see fit among their Senators and Faction Treasury, but may not re-distribute talents allocated during the Revenue Phase. (Talents in the Faction Treasury may be used to buy votes, pay taxes and for Persuasion defense. They may also be redistributed out of the Faction Treasury during the next Revenue phase.)

f. Return sold Trade cards to the Trade Destination Mat.

Place all sold or discarded cards at the bottoms of their respective stacks.

g. Check for end of Overseer term.

If the Overseer of the Agora Term cube has moved off the track, place this card in the Harbor. If the cube was red, place it on the former Overseer's card.

Notes on Trade Stack Changes.

Counting cards.

Various events and cards specify halving and doubling the number of Trade cards. When this is required, first determine the number of such cards in play. You can calculate this by consulting the **Components** section and subtracting the number of cards not in play.

Halving cards.

When dividing the number of cards by two, round up the result available, unless instructed otherwise. If there are insufficient cards in the stack to put aside the required number, remove additional cards as they return to the stacks. **Hint:** place a card crosswise or a marker on a stack as a reminder to remove more cards.

Doubling cards.

When adding to or doubling cards in a stack, if there are insufficient cards not in play to fully add or double, simply add all the remaining cards.

Cards Lost to Wars

When War cards specify the removal of cards when the war becomes active, return such cards to the stack when the war is over. If the war is lost, it may result in the card going away again, as specified on the War card.

IV. Harbor Phase

- 1. Remove Table Events left over from the previous turn.**
- 2. Beginning with the HRAO, each player has an Initiative, performing all the following steps once before play proceeds with the next player to the left:**
 - a. Roll 2 dice. A 7 is a Random Event; otherwise, draw a card.** On a 7 roll 3 dice, consult the Random Events table and apply

the instructions on the Table Event card that corresponds to the result. Place this card in the Harbor as a reminder. Should this same event recur on the same turn, flip it over for possible additional effects.

Otherwise the player **draws a card** from the main deck – if the initial deck exhausts, shuffle the Late Republic cards to make a new deck – and acts upon it according to its type:

- **Enemy Leader.** If the board contains one or more of this Leader's Wars, these Wars become Active. Place the Leader with these Wars in the War Planning area.
- **News.** Keep secret and play at any time so long as not prohibited by the text on the card.
- **Exploration.** Place the card in the Inactive Wars area.
- **Family.** If the card matches an in-play Statesman, place the card under this Statesman. Otherwise, place in the Harbor.
- **Intrigue.** Keep secret and play at any time so long as not prohibited by the text on the card.
- **Law.** Keep secret and play as permitted at any time during

the Senate phase to change the rules of the game. Place played Laws in the Harbor.

- **Statesman.** Keep secret and hold in hand. You can play or trade this card only in the Revolution phase.
- **Trade Concession.** Keep secret and play to a Senator during the Revolution phase.
- **War.** Check whether Active or Inactive and place in the corresponding board area. However, if two or more War names match, e.g. the 1st Sicilian War and the 2nd Sicilian War, both Wars become Active.

Amy Desertion. Some Wars specify that upon their appearance certain armies desert. Remove the indicated armies from the force pool; they are unavailable until Carthage defeats the war. When these armies have differing statuses, e.g. unrecruited, recruited and veteran, recruited armies desert before unrecruited ones. Decide between recruits and veterans randomly. Veteran armies that desert lose this status and their commander loyalty.

b. Persuade a Senator.

a. Indicate the target.

To persuade a Senator in the Harbor or in another player's faction to join your faction, first indicate this target Senator, who must be in Carthage (i.e. not governing a province or at a war or expedition) and must not be a Faction Leader (he may be a Statesman).

b. Designate the Senator of yours who will perform the Persuasion.

c. Determine the Persuasion Number.

Add together this Senator's Oratory and Influence and subtract the target's Loyalty and the value of any talents on the card. (Loyalty may be zero, however, for some Statesmen, depending on the instructions on the card.) If the target is a member of an opponent's faction, subtract 7 more. The result is called the Persuasion Number.

d. Add Talents (optional).

The persuading player may add talents to the attempt, which increases the Persuasion Number on a one-for-one basis. The talents must come from the persuading Senator and are placed on the target.

e. Other players may interfere.

Beginning with the player left of the persuading player and con-

tinuing clockwise around the table, every other player may interfere by spending to also modify the Persuasion Number, either up or down. These talents may only come from Faction Treasuries and again are placed on the target.

f. Persuader resolves or continues.

When each player has had a chance to interfere, the persuading player may either resolve the attempt or add more talents from the Persuading Senator. In the latter case, there is another round during which each player may again interfere.

g. Resolve the attempt.

When ready to resolve the attempt, the persuading player rolls 2 dice. If the result is equal to or less than the Persuasion Number, the target joins his faction, along with all his associated cards and markers. If the result is higher than the Persuasion Number, or an 11 or 12, the attempt ends in failure.

3. Attract a Trader.

Designate a Senator and roll 2 dice. If the result is 12, the Senator increases his number of Traders. If the result is less than 12, the Senator may spend talents to increase it on a one-for-one basis until it

reaches 12. Indicate the trader by placing a Trader cube on the designated Senator. There is no limit on the number of Traders a Senator may accumulate.

4. Appoint new Faction Leader.

The player may change his Faction Leader by moving the corresponding marker to a different one of his Senators.

5. Extra Initiatives.

If there are fewer than 6 players, auction off Initiatives until there have been 6. This is a clockwise, once-around voice auction of talents, each bid coming from a single Senator, beginning with the HRAO player. A bid of 0 is permitted, but each succeeding bid must exceed the previous one. Players unwilling to bid pass and are out of that particular auction. Take the Initiative immediately after each auction.

6. Adjust aging leaders, returning Senators and Trade Concessions.

Aging Leaders. For each Leader in the War Planning area without any matching War, roll a die. On a result of 5-6, remove the Leader from play.

Returning Senators. For each dead Senator card face down in the Harbor, roll a die. On a result of 5-

6, turn the card face up. Such cards are available for Persuasion during the next Harbor phase, unless the Senator has been sent out as a Governor.

Trade Concessions. For each destroyed Trade Concession card face down in the Harbor, roll a die. On a result of 5-6, turn the card face up. Such cards are now available for assignment during the Senate phase.

7. Tally Votes in Carthage.

Each player counts votes by adding the Oratory ratings of all their Senators in Carthage and places their disk on the Votes track to indicate this number.

V. Senate Phase

How the Senate works: Except for the Prosecutions phase and when a player seizes the floor via a Public Outcry card, the HRAO is termed the Presiding Magistrate as he presides over Senate activities. In particular, the PM makes proposals, their types described below. Before and after a proposal a wise PM first permits its discussion and then calls the vote by pointing one-by-one to each player in any order and requesting a vote. Each player either responds "Yes", "No" or "Abstain", which applies to their entire faction. The number of votes cast is equal to the combined Oratory of all

the player's Senators.

Buying votes: A player may buy additional votes on a one-for-one basis by spending talents from Senators and/or the Faction Treasury. Purchased votes apply only to the current proposal.

Successful proposals: When there are more Yes than No votes, a proposal passes and its specifications become real.

Failed proposals: A rejected proposal may not be repeated on the same turn. When there is a proposal that cannot be allowed to fail, no vote is taken for it passes automatically.

Example: Each turn the players must elect a pair of Senators to the office of Suffete. If every possible pair of candidates for Suffete has been rejected, then the last available pair are elected automatically.

Unanimous No Votes: Should the PM ever make a proposal so unpopular that every other player votes No and the proposal fails, the PM may step down and the next highest available officer becomes the PM. If he does not step down, the PM loses 1 Influence (down to his printed minimum).

Senate Order of Business.

Conduct the Senate Phase in the following order:

1. **Advance Committee Member terms.**
Each member of the Committee of Five advances the Term cube for their

office one space. When the Term cube moves off the end of the track, place the office in the Harbor. If the cube is red, place it on the member's card.

2. **Elect two Suffetes.**

The PM nominates two candidates for Suffete, as a single proposal. Eligible candidates are faction members present in Carthage and not holding any other office (i.e. Suffete, General, Expedition Commander, Committee Member, Governor). Should the PM's first proposal fail, proposals continue until a pair of Suffetes are elected. Each of the elected Suffetes gains 5 Influence.

3. **Suffetes assign Home and Marine Suffete.**

Context: The Home Suffete presides over the Senate. The Marine Suffete must be sent to war before the Home Suffete may be.

Procedure: The Suffetes together decide which will be Home Suffete and which Marine Suffete. If they cannot agree, resolve randomly, e.g. using dice. Indicate which is which using the Suffete markers.

4. **Fill vacant Committee Memberships.**

Any vacant Committee of Five offices must be filled. The PM proposes candidates from among faction members currently in

Carthage not holding other office. Committee Membership is for 3 turns (except at the start of play – see **Prepare to Play**).

Each election to the Committee gains 3 Influence for the office holder.

A Senator may accept a new membership in the same turn in which he has previously left office, but cannot be compelled to do so, unless there is no other candidate.

5. **Conduct Prosecutions.**

For this phase the Censor of Public Morals becomes the PM. He may perform one major or two minor prosecutions of a Senator in **Carthage** each turn.

Minor prosecutions:

1. **Eligibility:** The most recently out-of-office Suffete, General or Expedition commander, plus, any Governor, or Committee Member who took personal income
2. **Consequences of successful prosecution:** Lose 5 Popularity and 5 Influence; Committee Members lose their posts.

Major prosecutions:

1. **Eligibility:** Most recently out-of-office Suffete, General or Expedition commander

2. **Consequences of successful prosecution:** Death

Procedure:

1. The Censor **names the target** of the prosecution, the Accused, and a Senator who consents to be the **Prosecutor**.
2. The Censor **calls the vote**. The Accused adds his Influence to his faction's vote total. When it is time for the target to vote, his owner may also roll 2 dice against the Popular Appeal Table. He or anyone else may also play a Public Outcry card to cancel the prosecution; if so, it still counts as one of the prosecutions the Censor can perform in the current turn.
3. In case of a Major Prosecution, a Statesman (but not a Senator) may go into **Exile** at this time. Exile means that he receives no income, may not vote, talents on his card are frozen and he loses all Influence and Popularity gains. He has no interaction with the game except for Mortality Chit draws. He may return only as a result of a successful Senate proposal to recall him.
4. If the majority of votes are **for the Accused**, or he is freed via

the Popular Appeal Table, he returns any red cube to the supply and is immune from further prosecution this turn.

5. If the majority of votes are **against the Accused**, or he is killed via the Popular Appeal Table, the Prosecutor gains half the Influence the Accused lost.
6. **After this phase, control returns to the previous PM.**
6. **Fill vacant Governorships.**
Each Province in the Harbor must be assigned to a Senator in Carthage, without other office, who becomes the Provincial Governor. As each such proposal passes, the card is placed with the Governor, who is considered to have left Carthage. His votes are no longer available while in the Province. The proposals in this step involve assigning Provinces only.
Repopulating Carthage: If the number of player-owned Senators in Carthage ever falls below 8, give the top dead Family card in the Harbor to the player with the fewest Senators. Any tie is resolved in favor of the player with the least total Influence, or if still tied, randomly. Continue doing so until the number is 8, or the Harbor exhausts, whichever comes first, but

also using any live Senators (receiving player's choice) in the Harbor once the dead exhaust.

7. Conduct other business:

Following the election of Governors, the PM may make other proposals, including the assignment of any unowned Trade Concessions currently in the Harbor.

- **Recruit/Disband Forces.**

Carthage recruits by putting onto the board any armies or fleets currently in the Force Pool. The Recruiting Table displays the cost to the State Treasury for each type. Carthage disbands such units by moving any of the above back to the Force Pool. (This has no immediate effect on the State Treasury, but does save maintenance costs.)

- **Prosecute Wars.**



Explanation of sample war:

1st Roman War, 264-241

BC: Name and historical dates

Active War: type of conflict

(War or Revolt) and initial status (Active or Inactive)

13/5/10@: Land strength, required fleet support, naval strength (13, 5 and 10, respectively)

D11 S14: Disaster and Standoff numbers (11 and 14, respectively)

Removes 1 Trade Goods card from stacks 1, 4 and 5. All

Campanians desert.: Special effects when War appears.

Loss: effects of Suing for Peace

Victory: effects of defeating the War (35T goes to the State treasury)

II: deck to which the card belongs (second/Late)

Elements of the proposal. A proposal to prosecute a war names a commander, a list of the exact forces and the war to which they are to attack.

Eligible commanders. At the beginning of play the only eligible commanders are the two Suffetes.

Naval Wars. Some wars, e.g. the "1st Roman War", have a naval war component. Fighting this type of war, Carthage must first defeat the naval component alone using only fleets and

commanders. This is resolved as a war including a three-die roll and all the consequences of Victory, Defeat, Stalemate, Standoff or Disaster. But if armies accompany the fleets, the land force prosecutes the land portion of the war immediately following resolution of the fleet battle, so long as the following conditions are met:

- Naval result was Victory.
- The force still includes enough fleets to meet the war's fleet support requirement (the second number).

If not all of these conditions apply, but a Victory occurred, place a "Fleet Victory" on the war and return the force to Carthage.

Sikels and Gallic Swordsmen.

Sikels and Gallic Swordsmen enter the Force Pool only when a war mentioning them appears in the War Planning area and leave when the last war mentioning them leaves the area.

(See the **Recruiting Table**.)

Carthage can only use them versus these wars. Recruit and maintain these armies as usual. When they leave the Force pool they lose any Veteran status

and commander loyalty.

PM departure. Should the PM leave Carthage, the Senate phase ends immediately.

Multiple forces. The Senate may send more than one force to the same War on the same turn. Each has its own commander(s) and each attacks the War separately. Determine which force arrives first randomly. A force that arrives subsequent to the first one ignores the Standoff/Disaster rule.

Crisis. Crisis conditions are in effect if, at the start of the Senate Phase, Carthage faces **three or more active wars** or at **least one war with strength 20 or more**. In a Crisis, the Senate may appoint **two commanders** to jointly prosecute the same war. Add both commanders' military ratings together when determining the Combat Table result. Prior to the Separation of Powers Law, at least one of the commanders must be a Suffete. The other commander may be any Senator currently in Carthage, who is thus elected to the position of General, for which he gains 3 Influence.

- **Send Expedition.**

The Senate may authorize expeditions for Exploration opportunity cards.

Explanation of Exploration card attributes:

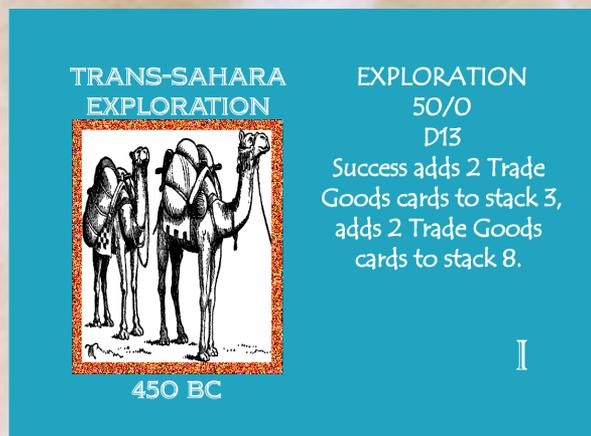
Trans-Sahara, 450 BC: Name and historical date

Exploration: type of card

50/0: Caravan strength and Trade Fleet strength (50 and 0)

D13: Disaster number (13)

Success: effects of a Success result



Sample Exploration

Each Exploration requires a commander – a Senator in Carthage not holding any office, who receives 3 Influence.

Each Exploration also requires a number of either Caravans or Trade Fleets. Caravans and Trade Fleets cost 1T each and are subject to cost increase due to Manpower Shortages or No Recruitment.

When a Senator deploys to an Exploration, place the Exploration card with the Senator and indicate the number of Caravans/Fleets using black number chits on the exploration card.

Although the Senate can send multiple expeditions to pursue the same opportunity, it may never reinforce or recall an expedition. When an exploration completes successfully, any other expeditions currently pursuing the same destination, unless Lost, return to Carthage at the end of the Exploration and Combat Phase.

- **Augmentation.**

The Senate may send more armies and/or fleets to an existing war so long as they already have a commander.

- **Sue for peace.**

The Senate may deliberately lose a particular Active War. This removes the War and it does not count as one of four Active Wars that would cause the fall of Carthage. Instead the War is permanently Lost and costs the State Treasury 25T each turn.

If at the end of any game turn there are four or more Lost Wars, Carthage falls and the game ends in a loss for all players.

Enemy Leaders associated with Lost Wars for which there are no currently matching Wars in the Harbor become Inactive.

- **Raise or lower the Tax Rate.**

The Senate may change the Tax Rate once per turn. The rate percentage must be a non-negative multiple of 10 less than 100 and may only be increased or decreased by 10% each turn.

Example: The current tax rate is 40%, The Senate increase it to 50% or decrease it to 30%.

Each proposal to increase the tax rate must name a sponsor and co-sponsor as specified by the proposer. A proposal which succeeds in raising the tax rate gains 3 Popularity for the sponsor and 1 Popularity for the co-sponsor. Each senator voting against a tax rate increase proposal loses 1 Popularity.

Each senator voting for a tax rate decrease also loses 1 Popularity. No Senator in Carthage may abstain from a tax rate proposal. If the sponsors of a

tax rate increase come from the same faction, both take "Liable" markers and can be subjects of a major prosecution on the succeeding Prosecution Phase (in addition to normal prosecutions).

- **Recall Commanders.**

Any commander prosecuting a war from a previous turn can be recalled. If the proposal that accomplishes it does not specify a replacement commander, place the associated forces in the Active Forces box.

A recalled Commander consults the **Public Reaction Table** and applies its results immediately.

- **Recall Governors.**

A Governor may be recalled from a Province by electing a new Governor as a replacement, but this may not occur in the same turn that the Governor was elected.

- **Recall a Statesman from Exile.**

A recalled Statesman returns to the Harbor unless his Family card is held by a faction in which case he joins that faction, placing his card on the Family card if it does not already hold a Statesman.

- **Assign Trade Concessions.**
The Senate may assign any Trade Concessions in the Harbor to individual Senators present in Carthage. There is no limit to the number of concessions a Senator may hold. Each concession may be proposed at most once per turn.
- **Elect Suffete for Life.**
A Senator in Carthage, who may already hold an office, having at least 21 Influence may be proposed Suffete for Life. For this vote only, the Senator has extra votes equal to his Influence. Should this proposal succeed and both the Senator and Carthage survive the turn the owning player wins the game. This type of proposal may only be made once per turn and may not be cancelled by Public Outcry.
- **Public Outcry.**
Anyone with a Senator in Carthage may play a Public Outcry card to veto the current proposal or reserve the floor to make his own proposal.
Veto. The veto ability cannot be used on prosecutions for assassination or the last eligible candidate for any office. A veto

cancels the vote on the current proposal and the proposal cannot be made again on the current turn.

Reserving the floor. Reserving the floor means that the player of the card temporarily becomes the PM and has the right to make the next proposal once the current one completes. However, the regular PM still decides the order of the vote. When there are multiple plays to reserve the floor, process them in the order played. The PM may not adjourn the Senate until all reservations are complete, but should the PM leave Carthage to prosecute a war, the proposals are lost; players of unresolved Public Outcry cards recover them in this case.

- **Assassinations.**
A Senator may attempt to murder another Senator in Carthage at any time during the Senate phase with the following restrictions:
 - no faction may be the target of more than one attempt per turn
 - no faction may attempt more than one per turn
 To resolve an attempt roll 1 die and consult this table:

Roll	Result
5+	Target Killed
3-4	No effect
2-	Assassin Caught

Caught assassins. A caught assassin dies immediately. His Faction Leader loses 5 Influence and is the subject of an immediate Major Prosecution at which he must roll against the Popular Appeal Table, subtracting the Popularity of the intended victim from the roll. The Censor of Public Morals (HRAO if none) decides the voting order. If the Faction Leader is found guilty, draw as many Mortality chits as the victim's Popularity against the faction's Senators in Carthage.

- **Adjourn the Senate.**

The PM may adjourn the Senate at any time after the Other Business portion has begun and there is no active proposal. This ends the Senate phase.

VI. Exploration and Combat Phase

1. Resolve active explorations.

Resolve each prosecuted Exploration. The commander player rolls three dice, adding his Exploration Rating and subtracting 1 for each 5 Trade Fleets or Caravans or fraction thereof that his expedition is short of the numbers printed on the Exploration card. He checks

the total against the Exploration Table and applies the results immediately.

Disaster. If the unmodified roll matches the Disaster number printed on the Exploration card, ignore the table result and instead roll two dice and lose this number of Trade Fleets/Caravans. In addition, the commander draws a Mortality Chit for every 5 Trade Fleets/Caravans or fraction thereof lost.

Should the commander die, the remaining Trade Fleets/Caravans immediately return to Carthage.

Losses. Whenever the Exploration Table calls for losses of Trade Fleets or Caravans, after adjusting their count, the commander draws a Mortality chit for every 5 Trade Fleets/Caravans or fraction thereof lost. If the commander dies, the remaining Trade Fleets or Caravans immediately return to Carthage for later re-use.

Success. A result of Success returns the commander and all participating Trade Fleets or Caravans immediately to Carthage. The expedition commander receives additional Influence and Popularity equal to the difficulty of the exploration as expressed in Trade Fleets/Caravans on the

Exploration card, divided by ten. Apply other effects as instructed by the Exploration card.

Lost. Expeditions which become lost must roll for losses as indicated on the Exploration Table and roll three dice on the Exploration Table again on the next turn.

Raiders. The Expedition makes a loss roll as indicated on the Exploration Table. It may then continue the expedition or return immediately to Carthage at the discretion of the expedition commander.

Beaten by another expedition. If an unsuccessful expedition saw their exploration successfully completed by another expedition, return the expedition to Carthage, unless it is **Lost** (see above).

2. **Resolve active wars and revolts.**

Resolve every prosecuted war as follows. The commander player rolls three dice, adding his Military Rating to the strength of the force and subtracting the war's strength. The following modifiers apply:

- **Double** a war's strength if a **matching war** is active, triple it if two matching wars are active.

- Each army or fleet is worth 1, except a Veteran army is worth 2.

Determining the Result:

- **Standoff/Disaster.** If the unmodified roll matches the Standoff or Disaster numbers on the War card, ignore the table result and apply the corresponding case below. Otherwise check the total against the Combat Table and apply the instructions for the corresponding case below.
- **Losing Armies.** When losing armies, draw randomly to determine which are lost.
- **Creating Veterans.** When a result creates a Veteran army, draw a participating army at random and replace it with its Veteran version. In addition, assign the Veteran army to a participating commander, signified by placing its loyalty chit on the commander's card. The allegiance of a veteran army in the case of two commanders of a single force is to the Senator having the higher Popularity. Resolve ties randomly.
- **Commander Death/Capture.** When armies and/or fleets are destroyed, draw a Mortality chit for each loss. Any chit that matches a commander results in his death. The last chit drawn is an excep-

tion: it results in the commander's capture instead. This Senator is out of Carthage and unavailable for all other purposes until he and/or his faction pays a ransom in the amount that is the larger of the following:

- 10 Talents
- The captive's Influence multiplied by two

If Carthage defeats the War before the ransom is paid, the captive dies.

Resolve the possible **war outcomes** as follows:

Standoff:

- Remove 25% (rounded up) of total forces.
- Draw Mortality chits equal to forces lost, applicable only to the commander(s).
- If a land battle, create a Veteran army at random from those participating and assign it to a commander.
- Leave remaining forces on war.
- Assign the commander the office of General, but do not add 3 Influence.

Disaster:

- Remove 50% (rounded up) of total forces.

- Draw Mortality chits equal to forces lost, applicable only to the commander(s).
- Leave remaining forces on war.
- Assign the commander the office of General, but do not add 3 Influence.

Victory:

- Remove any lost forces.
- Draw Mortality chits equal to forces lost, applicable only to the commander(s).
- Unless the battle was a fleet action and there are armies continuing to the land war, return Fleets to Carthage.
- Commander(s) gain Influence and Popularity equal to half strength of the war. When there are multiple commanders, split the Popularity and Influence evenly between them (fractions rounded up).
- Transfer the armies to the Commander's card. In the case of multiple commanders, transfer to the one having the highest Popularity. Resolve ties randomly.
- If a land battle, create a Veteran army at random from those participating and assign it to a commander.
- If a higher-numbered war of the same type has already been defeated, consider this a Revolt.

Otherwise increase the State Treasury as indicated on the war card.

- Apply any other effects of Victory listed on the War card.
- Any forces that deserted the force pool due to the war return to the pool now, unless another war is also currently causing them to desert.
- Restore to their decks any Trade cards previously indicated lost by this war.
- Place in the Harbor any Provinces that defeat of the war creates. Check the Recruiting Table to see if the new Province adds any armies to the Force Pool and place them there.
- Remove the war card from play.

Stalemate:

- Remove lost forces.
- Draw Mortality chits equal to forces lost, applicable only to the commander(s).
- If a land battle, create a Veteran army at random from those participating and assign it to a commander.
- Leave remaining forces on the war.
- Assign the commander the office of General, but do not add 3 Influence.

Defeat:

- Remove lost forces.

- The Commander(s) assigned to the war die.
- Leave remaining forces on war.
- **Adjust unprosecuted wars.**
If the Senate failed to send a force to an Active war, move its card to the **Unprosecuted** area, where it remains until prosecuted, in which case it moves to the **Active** area or the Senate decides to sue for peace.

VII. Revolution Phase

1. Non-Victorious Commanders check Public Reaction.

Commanders who participated in a War this turn and were not victorious consult the Public Reaction Table and apply its results.

2. Play Cards.

All players conduct this step simultaneously. You may play Statesmen cards at this time. If holding more than five Intrigue, News, Law, Concession and/or Statesman cards during this step, you must play, trade or discard such cards until you hold no more than five.

3. Victorious Commanders return forces or revolt.

In order, from the HRAO and continuing clockwise, each returning victorious commander ("victorious" means he completely defeated the war, not just a fleet portion)

may rebel (enter a state of revolt) against Carthage. Indicate this by placing his armies and the chief rebel figure on his card; otherwise return them to the board. Fleets play no part in a revolt.

Multiple rebels. Only one faction can be in revolt at a time. If any force is already in revolt, any force (including commander ratings) wishing to take precedence must be stronger. Once players have determined a rebel in this step, no other faction may rebel until this rebel is defeated in combat.

Joint commands. In the case of a joint command, when one commander is a Suffete and the other a General, the General may not initiate a revolt separately, but may join that of the Suffete. If both commanders hold the same office, they decide the armies' allegiances via bribery. One-by-one draw each participating army at random and each contesting player secretly holds in hand the bribe amount in talents. The higher bribing player pays the talents to the bank and claims the army while the other keeps his talents. Resolve ties randomly. After resolving all the initial allegiances, each commander has the option to revolt.

Army Allegiance. If considering revolt, a commander checks how much of his current force will join him. To do so he points to one army after another, rolling a die against the Army Allegiance table. Before a roll the commander(s) may spend 1T from personal treasury to add one to the roll. Any army for which the result is **Loyal** returns to the board. The rest remain on the commander's card. Veteran armies, whether in the current force or not, assigned to this commander join him automatically without the need for this roll. Veteran armies assigned to other commanders join at the discretion of their owners. Check an unassigned veteran army as above.

Rebel accomplices. Others in the rebel's faction must in this phase declare whether or not they are also in revolt. Those who do rebel are no longer in Carthage, no longer collect income, may share their treasuries with the rebel and share the rebel's ultimate fate. Their loyal Veteran armies may join the rebel army. Place rebel chits on these senators.

Maintenance. The rebel rather than the State treasury pays (dur-

ing the Revenue Phase) for the maintenance of the rebel army. Veterans assigned to rebels do not require maintenance payments. Armies not maintained return to Senate control.

The rebel war. Treat the rebel commander(s) and army as a war for the Senate to defeat. The rebel's strength is the army strength plus the commander military rating(s). If the Senate does not send an army to fight it, the game ends and the rebel player wins, if Carthage survives the turn. In addition, the rebellion counts as one of the four wars required to end the Republic; the Senate may not Sue for Peace on this war.

Fighting the rebel. Unless the combat result is "All", the combat result applies equally to both armies. Draw only one set of Mortality chits that can affect all participating commanders. Details of the possible results:

- **Victory:**
The revolt fails and the rebels die. The victorious commanders gain popularity and influence equal to half the strength of the rebel force.
- **Stalemate:**
The Senate and rebel contest the rebellion again on the next turn.

- **Defeat:**
The revolt succeeds. The rebel forces suffer no losses and return to the board. If Carthage survives the turn, the game ends and the rebel player wins,

IX. Victory Conditions

The game ends the first time any of the following occur:

1. **Revolt:** A rebel Senator marches on Carthage and wins as described in the Revolution Phase.
2. **Suffete for Life:** The Senate declares a Senator Suffete for Life and both he and Carthage survive the turn.
3. **Influence:** If the deck exhausts and none of the above apply, the faction having the most combined Influence wins.
4. (Optional) **First Man in Carthage:** If any Statesman reaches 70 Influence this player wins automatically.
5. **Failure:** If any of the following conditions apply, the game ends and all players lose:
 - **Bankruptcy:** The State treasury must spend talents in the Revenue Phase that would cause it to go below 0.
 - **Active Wars:** There are four or more Active wars at the end of the Combat phase.

- **Lost Wars:** There are four or more Lost wars at the end of the Combat phase.

X. Optional Assassination Rule

The assassination rules have the drawback that they are all or nothing; either the assassin gets away with the deed or is caught, rarely is there anything in between. Another difficulty is that the rule whereby the Faction Leader must stand for trial is never used since players simply avoid it by using the Faction Leader as the Assassin. Thus, players may wish to ignore the existing Assassination rules and adopt the following instead.

1. A player attempting an assassination rolls one color and one white die. Modify each by Evil Omens if any exist. An assassination is successful if the color dr is 5-6. An assassin is caught if the white dr is 1-3.
2. Caught assassins die. In addition, every senator in the assassin's faction loses 5 Influence and 1 Popularity.
3. Secret Bodyguard cards subtract 1 from both the colored and white die rolls as well as triggering an additional white die roll to see whether the assassin is caught.
4. Assassin cards add 1 to both the colored and white die rolls as well

as adding 1 to any additional Secret Bodyguard rolls.

5. There is no special prosecution of the Faction Leader.

Appendices

A. Combining this game with *The Republic of Rome*TM

1. How to Play

1. Play *The Republic of Carthage* through the end of the Early Republic. (Even if during the last turn of the first deck there are fewer than 6 cards available, do not add cards from the second deck until after completing the Carthage Revolution Phase.)
2. **Set up *The Republic of Rome*TM** in the usual way, starting with the first deck and each *The Republic of Carthage* player also taking over a *The Republic of Rome*TM faction. The Carthage provinces include force information if you use the Provincial Forces rules.
3. **Setup**
Place the 1st Punic War as an Inactive War in the Roman Forum as usual. The Carthaginian board begins with the 1st Roman War as an Inactive War, in addition to any Active and Inactive Wars which may already be on the board.

4. Sequence of Play

Each turn consists of the following, in order:

a. Carthage:

1. Carthage Mortality Phase
2. Carthage Revenue Phase
3. Carthage Trade Phase
4. Carthage Harbor Phase

b. Rome:

1. Rome Mortality Phase
2. Rome Revenue Phase
3. Rome Forum Phase

c. Senate:

1. Carthage Senate Phase
2. Rome Senate Phase

d. Exploration, Combat and Revolution:

1. Combined Exploration and Combat Phase
2. Carthage Revolution Phase
3. Rome Revolution Phase

5. Effects of Wars

Effect on the other board. When any Punic war appears in the Roman Forum, the Roman war with the corresponding number becomes active on the Carthage board. When any Roman war appears on the Carthage board, the Punic war with the corresponding number becomes active on the Roman board. (If the now active war card is not already present in

the Harbor, find it in the deck, put it on the board and re-shuffle.)

Matching War and Leader cards continue to make Inactive Wars Active as normal.

Should the Roman Senate attack and defeat a Punic War, it makes the Roman War of the corresponding number a Lost War in Carthage. Similarly, if the Carthaginian Senate attack and defeat a Roman War, it makes the Punic War of the corresponding number a Lost War in Rome. If in the same turn the Roman Senate attacks a Punic War and the Carthaginian Senate attacks a Roman War and both wars have the same number, ignore the War cards and resolve combat as described below.

An extra restriction for this scenario is that the Senates must address Punic and Roman Wars in numerical order, e.g. the second war may not be attacked before the first.

Note: The 1st Roman War and 1st Punic War are essentially two-part wars. The fleet part of the war must be defeated before the land part of the war may be attempted. If the first part is accomplished, but not the second and then on a subsequent turn the other side re-

conquers the fleet portion, but not the land portion, then the first side must once again defeat the fleet portion before it can attack the land portion.

Any leader, i.e. Pyrrhus, Hannibal, Hamilcar or Scipio, who dies in one Harbor is also removed from the game in the other Harbor, or is discarded upon his appearance from the deck as if the card had not been in it.

6. **Resolving Wars**

When both sides are attacking the other's war of the same number, resolve it as in Rebel combat. Consider the force with the highest combined strength and commander military ratings the attacker. Do not use Disaster/Standoff numbers.

7. **Resolving Losses**

Any losses except "ALL" apply equally to both armies:

Victory.

The losing force loses the war.

Victory/No Losses.

Same as Victory, but in addition destroy all units of the losing force and the losing commanders must draw Mortality Chits equal to the number of units lost.

Stalemate.

The outcome is indecisive and can

continued in the next Combat Phase, either by fighting the respective War Cards or if both sides send forces, against one another. Leave surviving forces on the respective war cards. The number of Mortality Chits drawn remain the same, but apply to both sides' commanders.

Defeat.

The attacking force loses the war.

Defeat/All.

Same as Defeat, but in addition the attacking force, only, must draw Mortality Chits.

8. **Consequences of Defeat**

When Carthage loses a war, apply the same effects as if the Senate had sued for peace. When Rome loses a war, she may no longer fight the war and must pay 25T during the Revenue Phase each turn thereafter. Any leader matching the Inactive War remains in the Forum, active if other matching wars are present, becoming inactive otherwise.

In the Combined game, if either side loses a war to the other, 15T of the 25T paid each turn is paid directly into the state treasury of the winning side.

9. **Ending the Combined Game**

The Combined game ends on the

turn in which the last *The Republic of Carthage* card is drawn in the Harbor Phase or when the last *The Republic of Rome* Early Republic card is drawn, whichever comes second. Should Rome run out of Early Republic cards prior to Carthage exhausting its deck, use the Roman Middle Republic deck.

Should a player achieve conditions which would normally allow him to win the game prior to its end, e.g. becoming Consul for Life or successful Rebellion, the game does not end as normal, but instead continues until the conditions in the previous paragraph apply. A Senator who successfully rebels is considered Consul for Life. A Consul for Life retains all of his powers for the remainder of the game or until successfully assassinated; one assassination attempt can be attempted per turn (i.e. normal rules for assassination attempts apply).

10. Winning the Combined Game

- If both republics fall, all players lose.
- If Rome falls and Carthage does not, the winner of the game is the winner of the *The Republic of Carthage* game.

- If Carthage falls and Rome does not, the *The Republic of Rome*TM winner wins.
- If both republics survive, the winners of the respective republics earn "player victories". In each Republic, rank each other player in terms of total faction influence from second to last. Then add each player's pair of rankings. The player with the lowest sum wins the combined game. If two or more players are equal, the player with the better ranking in the republic which has fewer lost wars, wins. If this fails to identify a winner, consider all such players as having tied for the victory. (For tournament purposes, use having the most total influence at end in both Republics, then having the single Senator with the most influence, as a tiebreaker.)
- *Example:* Andy, Bob and Chuck have rankings as follows:

Player	Carthage ranking	Rome ranking	Sum
Andy	1st	2nd	3
Bob	2nd	3rd	5
Chuck	3rd	1st	4

Three being the lowest of the summed rankings, Andy has won.

- If both republics survive, but the the game is being played by two teams so that each player is involved with just one republic only, then the winner is the player who has the greatest percentage of the total influence in that republic at the end of play.

- *Example:* In **Rome**:

Andy has 35

Bob has 47

Chuck has 13

Total: 95

In **Carthage**:

Alan has 42

Ben has 54

Carl has 24

Total: 120

Bob's score is 47/95 or 49%. Ben's score is 45%. Bob wins even though he has less influence than Ben.

B. Player Notes, or How to Keep Carthage Alive

Trade is the lifeblood of the Republic.

Without trade Carthage lacks the funds to do much and that requires Traders. At least up to a quantity of nine, each Trader you acquire is more valuable than the last. Plus they count as Warehouses. Therefore don't stint. If you have the money to acquire one, even if it costs 10 Talents, make the investment.

Favor the Faction Leader.

Your Faction Leader is not just your leader; he is also the institutional infrastructure of your faction. Even if he should die, his Traders remain. So choose your Faction Leader wisely; give him the talents needed to attract Traders and/or buy extra initiatives.

Raise Taxes.

Increase the tax rate early. Not only does it hit everyone more or less indiscriminately, the money gets to the State Treasury where you need it much faster than if you wait for Senators to contribute it, which is delayed until the next turn. The funds can be a great help in an emergency.

Trade wisely.

Suppose you are offered a trade in which the opponent is giving you a value of 10 and you are giving a value of 12. Should you do accept this kind of deficit? Well, if your cards in hand match at all those being offered, you probably should. Even though you're giving up a differential of two, probably your gain may be 10, 20 or even more. Your opponent is gaining too, of course, so really this is a win-win. What's more, when these cards are sold the resulting higher taxes help the Carthage bottom line and that's key to survival.

Use cards wisely.

Although there is a great temptation to play Intrigue, Law and News cards as soon as possible, it's often good to save one or two of the better ones. Not only can they be used as trade bait in case of a prosecution, if you have a Family card that gives rise to a Statesman, having a good card to trade will help you get him into play. Since many of the Statesmen help against particular wars, this helps Carthage survive.

Conquer the little wars.

Although wars like the Sicilian and Pyrrhic can look very scary, unless you're facing four of them, you may want to start out the way Carthage did, by addressing the inactive, "little" wars. The advantage is that these wars add new armies to the Force Pool. The Libyan War adds four Libyan Light Infantry, the Numidian four Numidian Cavalry and either of them a brace of War Elephants. Even Morocco is useful as it too provides access to Elephants. With more armies available, it's much more difficult for a general to successfully march on Carthage. Plus, these wars create new provinces. Not only do they bring in more to the State Treasury, they represent places to banish Senators whose high Influence makes them dangerous to the state.

Don't forget the auxiliary forces.

The Sikels are available for all Sicilian and Roman Wars. The Gauls are available for the Second and Third Roman Wars. Use of these forces will permit you to leave other forces at home to deter and/or stop any would-be rebel.

Emphasize the Veterans.

Surviving the onslaught of Scipio and the Romans isn't easy. One key is building up a strong army of Veterans. This means, trying to fight often and creating plenty of Veterans, but also, once created, try to avoid using them so that they are not accidentally lost.

The Combined Game

Players may approach this expanded version of *The Republic of Rome*TM with uncertainty and confusion – this is expected! After all, you are being asked to simultaneously play factions on both sides of a war to the death, that is, to have a foot in each camp. Actually this has been done before in games (cf. *Russian Civil War*, *Junta*) and so should not come as a complete novelty. Players will quickly find that the addition of the Carthaginian scene takes negotiation and scheming to a whole new order of magnitude. There are new sets of options to consider. No longer is success in Rome paramount for personal success. If one doesn't do well in one Republic, there is always the other. One can delay the suc-

cess of rival factions by strong play in the other Republic or even work against one of the Republics to permit the triumph of the other (and one's own faction of course).

Some may view such approaches as "unpatriotic" within a particular Republic, perhaps even unrealistic. But keep in mind that in both Rome and Carthage there were always political forces which for their own reasons opposed war and sought to avoid it whenever possible. Such peace parties don't make sense, can never make sense in the original *The Republic of Rome*[™] context because of its inherent nature. But in *The Republic of Carthage*, the Senate may, by means of exploration and suing for peace actually divert a portion of the republic's energy into other activities. And in the combined game, life can be breathed into the peace parties of Rome as well, providing another level of tension and conflict so typical of the Roman Republic.

C. Design Notes

Anyone who has played *The Republic of Rome*[™] quickly appreciates its superior design. Not simply for its depth of research and detail and its uncompromising point-of-view, which are already leagues ahead of many designs, but also it offers play opportunities and machinations unique to gaming while still retaining an incredibly real "feel" of the

late Roman Republic. As a veteran of many matches, I dug deeper and deeper into background reading to find out more about the realities behind the wars, statesmen, laws and provinces depicted in the game. I was particularly seized with the discovery that Rome's arch-enemy also possessed a Senate, possibly with similar goings-on. It became clear that there were possibilities to graft this game system into a Carthaginian sphere and from there, the chief goal was to create a reflection of the unique aspects of Phoenician-Carthaginian culture.

As a result, players will find new concepts utterly foreign to *The Republic of Rome*[™]. The new Trade phase reflects the importance of trade and the person of the trader. In addition, Carthage may explore and discover new trade opportunities. (The at-start trade card removals reflect areas where trade was impeded for one reason or another.) Lowered military ratings on most senators reflect a de-emphasis on war, apart from their star, Hannibal, truly a world-class commander for all time. This de-emphasis also appears in the form of occasionally unreliable mercenaries.

Not much about the day-to-day proceedings of the Carthaginian Senate is known – it may have been more of a rubber stamp than the Roman one – but the Committee of Five and their activ-

ities are documented. With wealth more derived from trade than from agriculture, Carthage does not seem to have had the same need for "bread and circuses"; thus there are no land bills or games. Consequentially, popularity is harder to come by. Both games share, however, a basic tension between the good of the faction or senator and the good of the state and now in addition to deciding how much to contribute to the state treasury, players must consider the appropriate tax rate. Refusal to return trade goods represents an interesting additional method for disruption of the regime. All the Laws included reflect actual laws enacted at some point in the history of the Republic while the various cards affecting trade prices are more or less invented simply to throw a little uncertainty into the trade process.

The Combined Game represents a larger time commitment than either game individually, but is recommended for those who want to widen even further the scope for power politics and chicanery. Players may choose to "bet on" one Republic or the other, working against one regime from within, but may find themselves scrambling if a reversal occurs or if someone else manages to take the lead within the winning side. Another interesting way to play this one is using 6-12 players playing one faction

only, that is, Roman and Carthaginian groups competing for control of the Mediterranean world. This setup should provide the most realistic simulation of all.

When we play *The Republic of Rome*TM, the Punics are for the most part the faceless enemy. Since the victors got to write the history books, most of their documents were destroyed. Who were they? What did they care about? How did their system work? Who was admired in their culture? How did their political systems work? What about their religion? Was it like Rome's or different? These are some of the things I wanted to start to bring out of the shadows in this game, to give Carthage too, at last, a face.

– Rick Heli, June 2017

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For more about this and other politico-historical games such as

- *Founding Fathers* – the early American republic
- *The Course of Honor* – Roman political competition
- *Rome in Crisis* – 3rd century imperial competition

visit upandawaygames.com.

SEQUENCE OF PLAY

I. Mortality Phase

II. Revenue Phase

1. Faction Leader: 3T, others 1T
2. Committee income
3. Committee corruption
4. State receives 100T.
5. Rebel faction pays 2T per army.
6. State pays 2T per fleet or army.
7. State pays 20T/Active War, 25T/
Lost War.
8. State pays 1T per every 5 trade
Trade Fleets/Caravans.
9. Govern Provinces.
10. Check for Bankruptcy.
11. Re-distribute funds.
12. Make Contributions.

III. Trade Phase

1. Collect trade cards, starting with
the Overseer (HRAO).
2. Trade.
3. Sell Trade cards and pay taxes.
4. Overseer receives extra income.
5. Warehouse unsold Trade cards.
6. Re-distribute Trade income.
7. Return sold Trade cards.

IV. Forum Phase

1. Remove old Table Events.
2. Initiatives (HRAO first):
 1. Roll 2 dice. A 7 is a Random
Event; otherwise, draw a card.
 2. Persuade a Senator.
 3. Attract a Trader.
 4. Appoint new Faction Leader.

3. Extra Initiatives.
4. Age Leaders. (dr=5-6)
5. Return Senators. (dr=5-6)
6. Return Concessions. (dr=5-6)
7. Tally Votes in Carthage. (Oratory)

V. Senate Phase

1. Advance Committee terms.
2. Elect two Suffetes.
3. Choose Home Suffete.
4. Fill Committee Memberships.
5. Conduct Prosecutions.
6. Assign Provinces. (re-populate if
Senators < 8)
7. Conduct Other Business..
 - Assign Concessions.
 - Recalls (Public Reaction)
 - Elect Suffete for Life.
 - War and Peace
 - Recruit/Disband Forces.
 - Prosecute Wars.
 - Send Expedition.
 - Augment a Force.
 - Raise/Lower Tax Rate.
 - Adjourn Senate.

VI. Exploration and Combat Phase

1. Resolve Explorations.
2. Resolve Wars.
3. Adjust Unprosecuted Wars.

VII. Revolution Phase

1. Non-Victorious Commanders
check Public Reaction.
2. Play/Trade Cards.
3. Victorious Commanders return
forces or revolt.