

Win: 20VP

# TRADE AND WAR

Symbol	Name	Description	Buy	Sell
	Port	Build ships in the city +1  taxes each turn +1VP	    +5 	n/a
	Trade post	Build caravan in the city +1  taxes each turn +1VP	    +5 	n/a
	Barrack	Build legion in the city, no expense for legions in this city +1VP	    +5 	n/a
	Wall	+1 Defense in the city +1VP	   	n/a
	Wonder	<b>Roman Forum</b> +1 attack, 3 dices to move, +5  each turn <b>Carthage Byrsa Citadel</b> +1 defense, 3 dices to move, +5  each turn <b>Egypt Lighthouse of Alexandria</b> - stay on deep sea and 4 dices for move, +5  each turn <b>Greek Parthenon</b> +10  each turn, 3 dices to move +3VP	    +20 	n/a
	Resources	 - grain,  - glass,  - olives,  - metal,  - pottery	1  - in the city that produces it 5  - in other cities	3  - in the city that consumes it 1  - in other cities
	Trade ship Galley	Moves in the sea. Drown if finish move in the deep sea, unless player has Lighthouse of Alexandria.	5  in the city with 	3  in the city with 
	Caravan	Moves on the land. 2 dice points to move on mountain or desert.	5  in the city with 	3  in the city with 
	War ship Trireme	Moves in the sea. +1 attack, +1 defense	10  in the city with  	5  in the capital
	Legion	Moves on galley, trireme or caravan City belongs to player if it has player's legion +1  each turn for player's city	5  in the city with 	Abandon for free
	God's blessing	After trade phase player who has it moves first then clockwise player	During Event phase move to next player	
	Play Card	Trade card played during trade. Move/war card played during move/war. Attacker plays first.	4  on trade phase	Trade price to other player

**Start game:** in capital city: legion, port and marketplace + 10  + 2 VP (for port and marketplace)

**Trade:** Taxation first. All players trade at the same time. No trade permitted on move&war phase. Trade with cities/ships/caravans on near tile.

**Move:** 2 dices to get number of tiles to move for each ship. 3 dices if player has a Wonder, 4 dices if player has **Alexandria Lighthouse**.

**War:** Win the city (throw 4,5,6) = 1VP, Win the other player city (throw more) = 2VP, Win the other player capital - 5VP, Defeat other player ship (throw more or equal) = 1VP. You could throw one or up to as many dices as you have legions, best result will be counted; if lost all played units are lost.



## Carthage

The Carthaginian Empire extended over much of the coast of North Africa as well as encompassing substantial parts of coastal Iberia and the islands of the western Mediterranean Sea. At the height of the Carthage's prominence it served as a major hub of trade, with trading stations extending throughout the region. The navy of Carthage was one of the largest in the Mediterranean.

### Carthage Great Wonder: Byrsa Citadel.



Two large, artificial harbors were built within the city, one for harboring the city's massive navy of 220 warships and the other for mercantile trade. A walled tower overlooked both harbors. The city had massive walls, 37 km (23 mi) in length, longer than the walls of comparable cities. Roughly in the middle of the city Carthage stood a high citadel called the Byrsa. The Roman poet Virgil told the story how Phoenician Queen cunningly acquired the citadel of the Byrsa. The Queen bought as much land as an ox hide would cover, then cut it at the edge round and round into a very thin, long strip, enough to surround the citadel area.

### Carthage currency



The base currency was the shekel. Carthage used gold, silver, electrum, bronze, and billon for its coins. 5 shekels were called silver dekadrachm.

### Carthage trade



Olives, olive oil, grain, precious metals (gold, silver, tin, copper, lead, and iron), jewelry, decorative glassware, wooden furniture, ceramic figurines

### Trade Ship: Hippos&Gaulos



Most common was the large hippos with a rounded bottom. The name (horse) derived from the horsehead which commonly appeared on the prow. A second type was the gaulos ('ship' in Phoenician) which was smaller and with an even wider hull.

### Gods hand: Hannibal Barca



Punic military commander from Carthage, generally considered one of the greatest military commanders in history. One of his most famous achievements was at the outbreak of the Second Punic War, when he marched an army which included war elephants from Iberia over the Pyrenees and the Alps into Italy.

### Military: War elephant



The war elephant's main use was to charge the enemy, breaking their ranks and instilling terror. Elephantry are military units with elephant-mounted troops. Hannibal took war elephants on his legendary 218 BC traverse of the Alps. Standard Roman tactics for limiting the effectiveness of the Carthaginian war elephants were splaying trumpets to frighten the

### War ship: Carthaginian Trireme



The trireme derives its name from its three rows of oars, manned with one man per oar. The total crew of the ship was about 200. The ship's captain was known as the trierarch. Length: 37. Width: 7m. Marines: 70-100