

THE REPUBLIC OF CARTHAGE

CAMPAIGN ~ 1: THE EARLY REPUBLIC

The Republic of Carthage is a multi-player game. designed by Rick Heli. inspired by The Republic of Rome. Mechanics are the same except for an extra Trading Phase. In this first replay, leading families compete for dominance in the state Assembly, possession of lucrative offices and trade concessions, the honour of leading expeditions to open up new sources of trade; and the command of victorious troops in war.

The Factions

Plutocrats (13)

Zimrida
Himilco (Nav)^{CM}
Zamar
Gisco

Provinces

Imperialists (11)

Barca^{HM}
Mangi^{PG}
Milko^{PG}
Hanno (Nav)

Coastal Spain
Corsica-Sardinia

Conservatives (16)

Ithobal^{HS}
Sadid^{PB}
Abarish^{TC}

Populists (12)

Eshmun^{OA}
Mattan
Elram

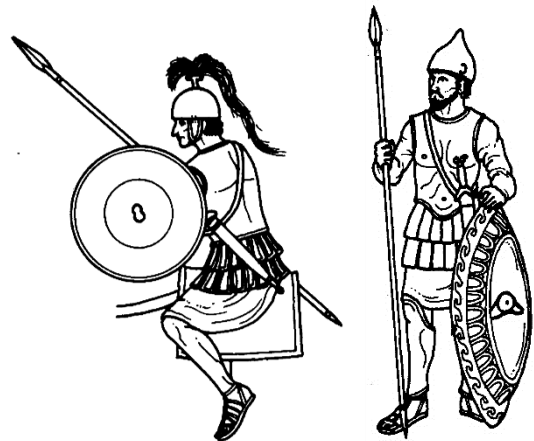
Offices: Censor of Morals^{CM} Harbour Master^{HM} Home Suffete^{HS} Overseer of the Agora^{OA}
Supervisor of Public Buildings^{PB} Provincial Governor^{PG} State TreasurerST Trade Concession^{TC}

Period I ~ The Conservatives begin with the greatest influence, holding the offices of Temporary Home Suffete and Supervisor of Public Buildings. The Plutocrats and Imperialists begin with a leading Statesmen each: *Himilco the Navigator* and *Hanno the Navigator*.

When Mangi dies at the outset, the Imperialists lose the province of Coastal Spain as well as a trader, influence and votes. All factions elect to retain their single trade card (except the Imperialists who don't have one). All *Committee of Five* members draw personal revenue and receive a minor corruption marker.

The proposal to elect Hannibal Gisco and Abarish as Suffetes is vetoed by the populists (*Public Outcry*), the Assembly eventually agreeing on the appointment of Gisco and Mattan. The governorship of Coastal Spain, vacant since the death of Mangi, is awarded to Sadid; Mattan is appointed Home Suffete, Gisco, Marine Suffete; the remaining office of State Treasurer is awarded to Elram.

The *Separation of Powers* law is introduced, opening up military appointments to those other than the two Suffetes.



Carthaginian Cavalry and Infantry

Conquest of Tunisia (480~? BC)

War, Inactive EARLY

D6

S17

Victory

- ◆ Creates Tunisia Province
- ◆ +2 Trade Goods to Stack 4
- ◆ Earns 10 Talents

3

0

0

The State is confronted with two wars (one active and one inactive) and an exploration opportunity. The active 3rd Sicilian War is, for the moment ignored.

Conquest of Tunisia: 480 BC (Inactive War) ~ The Marine Suffete Hannibal Gisco is appointed to lead the expedition to conquer Tunisia; his force consists of two Carthaginian citizen and two Celtiberian legions. The expedition is a success, but all four legions are lost. Gisco's popularity and influence increases by +2 and

he returns to Carthage unscathed. The province of Tunisia is created and 10 talents are added to the state treasury.

West Africa: 410 BC (Exploration) ~ Himilco the Navigator is awarded command of the voyage to open up trade routes along the West African coast, at a cost to the senate 60 talents in merchant shipping and warship escorts. The venture does not meet with initial success, two fleets being lost.

The Grain Shortage event is played, removing 50% (7 cards) from stack 4. The 3rd Sicilian War is moved to the Unprosecuted Wars box.

Period II ~ The Plutocrats have already moved into a substantial lead thanks to Gisco's success as Marine Suffete. Bostar is persuaded to join the Imperialists. Three event cards are played in succession: *Salamis*; *Alexander the Great*; and *Alexander the Great Dies*. The net result is the removal of the stack 4 trade cards.

West Africa (410BC)

Exploration EARLY

D12

Success

- ◆ +2 Trade Goods to Stack 9

60

The Conservatives and Imperialists can muster a one vote majority in the State Assembly (13/12) and Ithobal and Barca are elected Suffetes. Two Committee offices also come up for re-election, the recipients being Bostar (*Harbour Master*) and Abarish (*Overseer of the Agora*). As consolation, the Plutocrats and Populists receive respectively the Trade Concession for the Courts of Athens, while Mattan is appointed governor of the newly created province of Tunisia.

The State now faces a dire test as both the 1st and 3rd Sicilian Wars are activated. In deciding to prosecute the 1st War (whose land/naval strengths are doubled to 16/20), Carthage can elect to send two generals. The post of Commander-in-chief falls to Hamilcar Barca, as Marine Suffete, head of the Barcid family and leader of the Imperialists; his co-commander is Hannibal Gisco, victor of the recent Tunisian campaign.

1st Sicilian War (409~405 BC)

War, Inactive EARLY

D11

If active, removes 1 Trade Good from Stacks 1, 4 & 5

S14

Loss

- ◆ Halves Stacks 1, 4 & 5

Victory

- ◆ Creates Sicily Province
- ◆ Earns 25 Talents

8

5

10

With no forces currently available and less than 140 talents in the treasury, the only option for Carthage is to prosecute the naval war for which a total of 15 fleets are raised for the cost of 135 talents.

The naval campaign ends in stalemate with no losses.

Two further talents are spent to reinforce Himilco's West African venture, bringing to maximum the number of required trade fleets. The result is an unqualified success and Himilco

returns to Carthage a hero. By contrast, Barca and Gisco have to run the gauntlet of public opinion, both losing substantial popularity for their conduct of the war in Sicily.

Period III ~ The fates deal the Plutocrats a blow when *Himilco*, the hero adventurer, dies. Corruption is rife as office-holders take back-handers and then make contributions to the state treasury in return for influence. The net result is a state treasury with no more than 44 talents!

The Grain Shortage Ends event is played and all trade goods restored to stack 4.



Carthaginian Warship

A Conservative~Imperialist coalition musters a 10/9 vote majority in the Assembly. Eshmun and Hanno are elected Suffete's; the vacant office of Censor is awarded to Ithobal and the governorship of Sardinia-Corsica to Zimrida.

With an almost empty treasury, the state manages to send 4 squadrons to reinforce Barca and Gisco in Sicily where the generals gain a naval victory for the loss of 2 fleets.

The Mago family, represented by *Hannibal* and *Mago*, now aligns itself with the Imperialists, precipitating the faction into a substantial lead.

Period IV ~ Despite 40 talents in contributions and a moratorium on personal corruption, the state can only muster 69 talents in revenue, insufficient to fund the recruitment of land forces for either the Sicilian Wars or the recently activated Spanish Revolt.

An *Austerity Programme* is introduced, raising state income by 30%, but reducing by half all the trade stacks. *Coinage* is also issued, allowing factions to store extra trade goods. Other resource initiatives include the disbanding of all but 8 warfleets, reducing the trade fleets from 60 to 40 and an increase in the tax rate to 20%.

Carthage Issues Coinage, c. 300 BC

Law
EARLY

Each player may now warehouse on extra Trade Goods card.

A Conservative~Populist~Plutocrat alliance musters 18/16 votes over the Imperialists; the Malchus family joins the Populists and immediately gains the office of Home Suffete. Other awards are: Zamar (*Marine Suffete*), Elram (*Supervisor of Public Buildings*), Sadid (*State Treasurer*), Mago (*Governorship of Coastal Spain*) and Ithobal (*Trade Concession at the Court of Rhodes*). *Himilco* joins the Conservatives. All wars remain unprosecuted.

Period V ~ With generous senatorial contributions (55 talents), a 20% tax on trade (35 talents) and the revenue from the Austerity Programme (30 talents), The state treasury finally reaches a healthy 206 talents.

Three factions gain new supporters: Eshmar (*Populist*), Asto (*Imperialist*) and Synalos (*Conservative*). The Conservatives and Populists form a co-alition to exercise a 23/43 vote majority in the Assembly. Himilco and Eshmun are appointed Suffetes, Asto becomes Harbour Master; Zamar, Overseer of the Agora; and Bostar, the new governor of Tunisia.

Conquest of Numidia (480~? BC)

War, Inactive
EARLY

D5

S16

Victory

- ◆ Creates Numidia Province
- ◆ +1 Trade Goods to Stack 9
- ◆ Earns 10 Talents



5

2

0

Conquest of Libya (480~? BC)

War, Inactive
EARLY

D5

S17

Victory

- ◆ Creates Libya Province
- ◆ +1 Trade Good to Stack 9
- ◆ Earns 10 Talents



4
2
0

The Conservative Censor of Morals institutes minor prosecutions against Gisco (*Plutocrats*) and Eshmun (*Populists*). Gisco is convicted by 64/61 votes and loses influence and popularity. Eshmun is acquitted.

Carthage is currently facing a dilemma: Despite having sufficient funds to prosecute any of the three active wars (the two Sicilian conflicts and a revolt in Spain), the Republic lacks the required number of mercenary troops. As these can only be obtained from neighbouring

independent provinces, the Assembly decides to postpone prosecuting the existing wars and, instead, launch expeditions to conquer Libya and Numidia (currently inactive wars).

Although the decision will bring the number of active wars to five, success would allow recruitment of Numidian cavalry and war elephants, vital to the continuation of the war in Sicily where King Dionysius I has entered the arena, creating more problems for the Carthaginians.

After raising all available troops, the Republic declares a Crisis situation, allowing two commanders to be sent on each venture:

The Conquest of Numidia ~ A similar force (with one additional Campanian unit) is sent to Libya, commanded by Eshmun (*Marine Suffete*) and Gisco (*General*).

The Conquest of Libya ~ Himilco (*Home Suffete*) and Hannibal Mago (*General*) invade Numidia with one legion each of Carthaginians, Campanians, Balearic Slingers and Celtiberians, with two fleets in support.

Both campaigns end in resounding success, Gisco regains his lost prestige and popularity; the two citizen legions are upgraded to veterans; the provinces of Numidia and Libya are created and the state treasury benefits by 20 talents.



Balearic Slinger

Period VI ~ With the treasury increased to 254 talents (including personal contributions of 75 talents and taxes on trade of 35 talents), Carthage now has the necessary resources to recruit additional troops to continue the war in Sicily. Bomilcar joins the Conservatives and Banno allies with the Plutocrats.

The Conservatives and Populists again form a coalition, having 25 of the total 48 votes in the Assembly. Abarish and Eshmar are elected Suffetes; Hanno becomes Censor of Morals; while the vacant governorships of Numidia, Libya and Sardinia-Corsica are awarded to Malchus, Banno and Bomilcar respectively.

1st Sicilian War (409~405 BC)

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During the course of Assembly proceedings, the Imperialist, Mago 'The Explorer', uses his free *Public Outcry* prerogative to encourage the populace to declare the faction leader Barca (21) Suffete for Life. After a close vote and much exchanging of bribes, however, the attempt fails by 48/44 votes.

Despite a manpower shortage which doubles the recruitment rates, the Republic can still raise every available unit for a cost of 184 talents.

In the meantime, the 2nd Sicilian War has been activated, tripling the strength of each war. The 1st Sicilian War, therefore, now has a strength of 24 + 3 for the leader Dionysius I, for a total of 27.

Undaunted, the Assembly sends 21 legions (2 veteran citizen Carthaginians, 2 Balearic Slingers, 2 Sikel Light Infantry, 4 Numidian Cavalry, 4 Libyan Spearmen, 3 Campanian Hoplites, 2 Celtiberian and 2 Elephants) with 5 fleets in support to Sicily under the command of the most able generals Hannibal-Mago and Gisco. (*Under the Separation of Powers Law, the two Suffetes are not obliged to go to war*).



With a total strength of 31, the Carthaginian forces enjoy a +4 advantage. Unfortunately an 11 is rolled which precipitates Disaster. *Dionysius I of Syracuse*

The Carthaginians lose half their force; Gisco is killed and Hannibal-Mago elects to commit suicide rather than face the disgrace and execution that would accompany his return home. With four active wars unaddressed, the populace loses faith in the government and violent protests precipitate political collapse.

The Republic of Carthage The Early Republic

