

### Construction Booms Event

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

DECK 2

### Increased Meat Consumption Event

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

DECK 2

### Urban Crowding Event

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

DECK 2

### Local Dye Manufacture Event

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

..

DECK 2

### Severe Winter Event

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

DECK 2

### 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.

DECK 2

### Exotic Fauna Event

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

DECK 2

### More Bandits Table Event

(further occurrences of Bandits)

Make a dr for each trade card currently in a warehouse. A result of 1-3 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.

DECK 2

### 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 Market Phase only.

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.

DECK 2